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STRATEGY GUIDE



BRUTAL FORCE™



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BRUTE FORCE™

Prima's Official Strategy Guide

Steve Honeywell



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Introduction

Brute Force is a game of tactical combat. You control a squad of up to four agents, switching control from one team member to another as the situation warrants. It's tempting to think of this as having four "lives" on each mission, but that's not the case. Each team member has particular skills and abilities, and no one member of the team can do everything. To get through these missions—especially the most difficult ones—you need the unique properties of everyone in the squad.

Even more important than your ability to control each squad member is your ability to give orders to your teammates so they can operate effectively, even while not under your direct supervision. You must learn to give orders precisely and efficiently, and learn which order to give when. Giving the wrong order is often worse than giving no order.

The world of *Brute Force* is one of combat, pain, and death, but also one of camaraderie and teamwork. You and your squad journey to many planets, some of them lush and tropical, others barren and infested with hideous mutations. Your survival depends on your skills and the skills of those around you. Success means making the galaxy a safer place. Failure means...rebirth in a new clone body and trying again.

How to Use This Guide

This guide is divided into four main sections to help you get the most out of your *Brute Force* playing experience. This first section has a breakdown of your team, your weapons, and your enemies, and gives the basics of how to operate in combat, use your commands, and direct your teammates.

The second section covers the actual missions, from the initial mission briefing with Commander Bratton to your dust-off point at mission end. It includes hidden items, special tactics, and information about your foes.

The third section covers multiplayer games. In *Brute Force*, you can play either a standard deathmatch or deathmatches with complete squads. This allows you to bring the group's entire force to bear against your enemies.

Finally, the guide concludes with a series of appendices that give you, at a glance, all the relevant information on your characters, items, weapons, and enemies.

NOTE – The missions in *Brute Force* play the same, regardless of the level of difficulty you select. As the difficulty level increases, enemies absorb more damage before succumbing, shoot more accurately, and do more damage to you when they strike successfully. The number of enemies remains the same, however, and they appear in the same positions regardless of difficulty level. Thus, the walkthroughs are useful no matter what difficulty level you choose.

Characters

Your Squad

Throughout *Brute Force*, your squad consists of from one to four operatives. These are the people who carry the battle for you, the ones you send to fight and die. Then they clone to fight and die again. Knowing their particular strengths and weaknesses helps you get the most out of them in the field and insures that you don't send the wrong person for the job at hand. Learn all you can about them and get comfortable with each of them. They are all that stand between you and a massed alien invasion.

Confed operatives of the 23rd Special Unit are known by a single name that usually reflects some aspect of their personality or their job specialty. They have no rank, no permanent unit, and no fixed location. In theory, operatives are moved from job to job and team to team as their specialties are needed.

In practice, however, Confed controllers who organize, lead, and direct operative teams are loath to break up effective units. They classify missions as "ongoing" to keep teams together and use the same personnel even when a particular mission doesn't suit their skills. Your squad of four consists of Tex, Brutus, Hawk, and Flint.

Tex

Race:

Role: Assault

trooper/heavy weapons specialist

Special Mode:

Berserker (attacks with two weapons)

Secondary Ability:

Explosives disarmament—Tex can disarm heavy explosives given a few seconds of cover fire.

Tex is a highly decorated warrior, one of the best in the Confed. Tex has seen everything and done more, and has been dropped into and extracted from some of the nastiest places in the galaxy. Years of surviving against the odds—and in spite of his controllers—have instilled a deep distrust of authority. This has deepened further since his last controller abandoned him and his team.

Tex's memory chip was recovered from the debacle and placed inside a new clone. Since then, Tex trusts little more than what he carries in his hands. He trusts team members



Tex has been cloned almost a dozen times. He's used to dying, but he doesn't like it very much.

once they've proven themselves, but he tries not to get too attached to them. He's seen too many friends die to allow himself to get too emotionally involved. Despite all this, Tex is as loyal a fighter as exists, and will not hesitate to lay down his own life if needed.

Of your four operatives, Tex is the biggest and strongest. He carries the heaviest weaponry and wears the heaviest armor. In battle, Tex can go into Berserker mode and fire two weapons at once, giving him a tremendous advantage against multiple enemies. Left to his own devices, Tex is methodical and effective, but not particularly imaginative. He attacks anything in his path with as much force as he can bring to bear, trying to achieve victory through superior firepower. It's a tactic he uses in his non-combat life as well. He uses his size to intimidate others to get what he wants, and he doesn't necessarily avoid attempting this with superior officers. Despite his size and strength, Tex possesses the necessary delicacy and accuracy to disarm planted explosives.

NOTE – Because both hands are filled, Tex can't throw grenades or use medkits in Berserker mode. Berserker ends when the second weapon exhausts its clip or stamina runs out.

TIP – The primary weapon Tex uses in Berserker mode is the one whose targeting characteristics is used for both. A less powerful weapon with a large targeting reticule will provide aim assistance for the secondary and more powerful weapon.



The Brute Force squad is the first, best, and main line of defense for the Confederation.



Tex's Berserker mode lets him bring the power of both of his weapons to bear at the same time.

As fits his personality, Tex prefers weapons that cause a lot of damage in a short period of time. Rifles, cannons, missiles, and other weapons of mass destruction are Tex's bread and butter. He dislikes light weapons and wouldn't pick up a pistol if it meant saving his life. Compared with your other operatives, Tex is the slowest, mostly because of the size and weight of his armor and weaponry.



Tex can disable Sentry mines.

Brutus

Race: Feral male

Role: Shock trooper

Special Mode: Spirit of Vengar (heals and sees enemies in infrared vision)

Secondary Ability: Sense of the Beast—Brutus can sense enemies and traps more accurately than his squadmates.



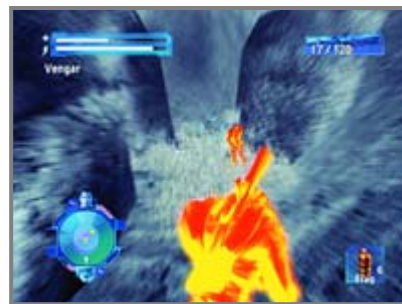
Brutus is a Feral, a creature from planet Ferix. While not a completely backward society, Ferals tend to rely more on instinct than on careful planning. As such, they make ferocious warriors who often don't give their enemies time to think. Brutus has proven his abilities in combat over and over again, using his power and speed to overcome enemies and go around them when the situation calls for it. His value is unquestioned (except by Tex, initially).

As a Feral warrior, Brutus is superstitious, but he's also fearless and loyal.



TIP – Put Brutus in Spirit of Vengar mode, in which he takes much less damage, and run up to every enemy point blank to kill them with the shotgun. The visual enhancement of Vengar also enables Brutus to use this tactic in low visibility situations.

Brutus's special ability is the Spirit of Vengar. When he calls on his god, Brutus sees the world in black and white, punctuated with the orange and yellow of living creatures. This allows him to spot enemies in low visibility conditions. In this mode, Brutus takes less damage from attacks and heals slowly. If he charges and rams an enemy, he kills them instantly, but he immediately loses the Spirit of Vengar. Brutus's finely tuned senses allow him to locate enemies and traps better than his squadmates.



Brutus can easily spot enemies in Spirit of Vengar mode.

Brutus is very deliberate, and he appears mentally slow. This is not the case. He is extremely loyal and will never abandon a member of his team. On his own, he is not afraid to run away if the situation warrants, and he's also not shy about calling for help if he's in over his head.



It's easy to tell when Brutus is using Spirit of Vengar.

Left to his own devices, Brutus is careful and works to back up the other members of the team. He likes to look for flanking attacks and happily rushes an enemy otherwise engaged. Like Tex, Brutus likes heavy weapons and refuses to use small arms. His preferred weapon is the Feral cutter, and he always has a rifle in his inventory.

Hawk

Race: Human female

Role: Scout

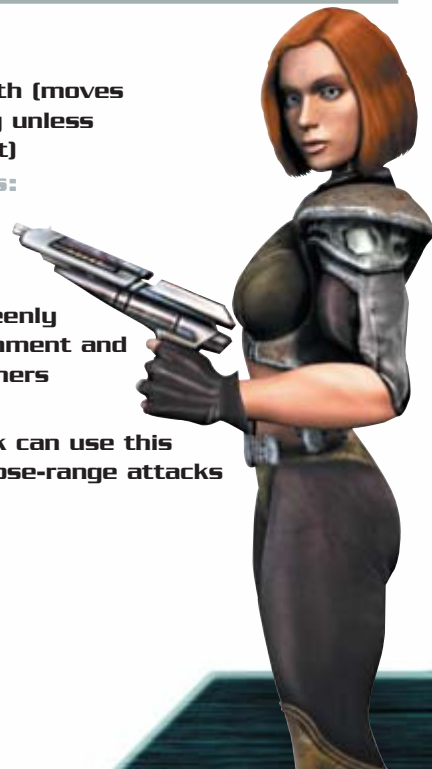
Special Mode: Stealth (moves silently and invisibly unless in direct line of sight)

Secondary Abilities:

System bypass—Hawk can bypass enemy electronics.

Awareness—Hawk is keenly aware of her environment and can sense things others miss.

Powerblade—Only Hawk can use this silent weapon for close-range attacks



Hawk's family has a long and proud military tradition, so it was no surprise when she enlisted. In fact, her only act of rebellion (if it can be called that) was to choose special ops instead of a more traditional branch of military life. Hawk has seen a lot of the galaxy, most of it from the inside of a military facility. She knows only the military life. Despite the individualistic nature of operations, Hawk considers herself part of a larger family, and this security keeps her going.

Hawk's primary ability is as a scout, and her general function as one has affected the way she treats combat. Hawk is always careful and precise and strongly believes in gathering intelligence before plowing through enemy-held territory—a philosophy that often makes her less than popular with Tex. Hawk also differs from Tex in that she respects the chain of command—the military has been her whole life and she is always careful with her superiors and with procedure. As an adjunct of her scouting skills, Hawk can bypass most electronic devices, given enough time.

Hawk is the smallest of the team members and also the fastest. But her small frame means she wears the lightest armor, and she is unable to carry heavy weapons, let alone use them effectively. She prefers a hip-mounted pistol and also carries a back-mounted rifle.



Hawk is a strict believer in military discipline. She respects the chain of command no matter what.



In Stealth mode, Hawk is virtually undetectable and can spot forward enemy positions.



When necessary, Hawk can bypass enemy security systems, doors, and other devices.

TIP – Using Hawk's Stealth mode and her crafty use of Sentry mines can be a very effective tactic in certain circumstances.

While the lightness of her weaponry appears a drawback, it is essential for her ability to become virtually invisible. In this mode, Hawk moves without making a sound or leaving a trace. She can also kill silently by slitting the throat of her target should she come across one. Left to her own devices, Hawk scouts ahead. If she finds a target, she immediately calls for backup, and proceeds if no help arrives.

Flint

Race: Human synthetic female

Role: Sniper

Special Mode: Advanced Targeting (Ability to quickly lock-on and engage targets with increased hit probability.)

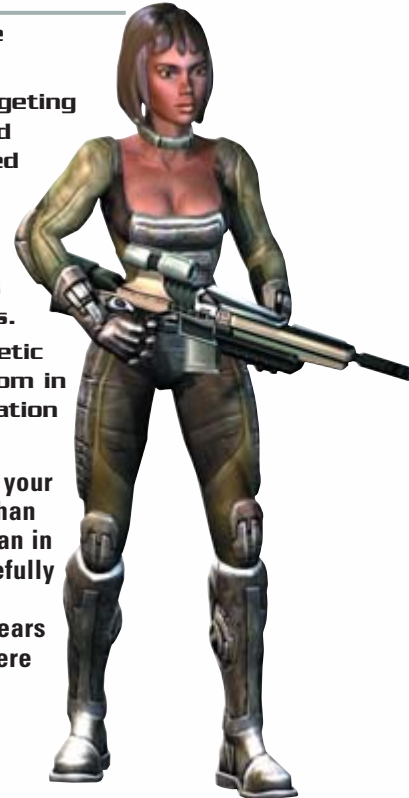
Secondary Abilities:

Air recycling—Flint does not require air to operate, and is thus resistant to gas attacks.

Advanced sniping—Flint's synthetic eye implants allow her to zoom in to an extra level of magnification with scoped weapons.

Flint is the most unusual member of your team, even stranger in many ways than the Feral, Brutus. Flint appears human in most respects, but is actually a carefully constructed synthetic, or synth. The synthetic program was shut down years before because synths, as a rule, were unstable creations that usually failed.

Flint was a notable exception. She has managed to survive despite the general prejudice against her kind. In fact, Flint was the culmination of most of the research into solving the problems of synthetics. That didn't keep her developer, InnoMation, from going out of business, however, because of several high-profile cases of synthetics going rogue.



Others view synthetics like Flint with suspicion, but she has proven herself time and again.

TIP – Use Advanced Targeting for a fast zoom, then turn it off to get a quick headshot. With practice, this is the fastest way to get kills in the game.

Flint's initial value was in her price. Because of InnoMation's demise, Flint was purchased for pennies on the dollar and has proven to be just as reliable as Tex and other genetically engineered troops. Her special mode of attack is an Advanced Targeting mode that lets her instantly lock on to enemies and get a general readout of their status. In this mode, Flint almost never misses, usually scoring a hit with each pull of the trigger.



In Advanced Targeting mode, Flint snaps off shots with preternatural accuracy.

NOTE – Like Tex's Berserker mode, Flint's Advanced Targeting ends when her weapon clip is empty.



Because of her optical implants, Flint can zoom in very close to enemies, insuring a headshot.

Flint's function is as the team's sniper. She can lock onto targets faster than any other member of the team, and rarely misses when she shoots. Her favorite weapon is a back-mounted sniper rifle, and she carries a small sidearm as well. If she spots a target and isn't detected, she

won't hesitate to take the shot, but Flint usually only fires if it's a guaranteed hit. She hates wasting ammunition.



Other Characters

Commander Bratton

The leader of your squad is Commander Bratton. You see him only as a hologram in your mission briefings. It is Bratton who decides where to send your team and what they need to do when they get there. He is most frequently seen in this role, but Bratton is also the voice you hear guiding you, prodding you, scolding you, and praising you during your missions. Bratton is as fallible as any human, but he is a highly decorated officer with years of experience. When he talks, you should listen.



Commander Bratton is one of the best. His information is almost always accurate and timely.

Sergeant Gonzalez, Private Cogburn, and Corporal Stout



The privates from V Squad can call in devastating strikes from orbit.

In your first mission, Bratton sends help at the end in the form of Private Cogburn and Private Stout. This is the only time you see these characters unless you play the first few Campaign missions with more than one player. In that case, the additional players can select from these V Squad troops to fill

out your ranks. Their special ability is an Orbital Beam that does grievous damage to anything it strikes. Use this carefully, because each marine may only command one Orbital Beam attack per level.

Weapons and Items

Weapons

Pistols

Confed LZR-10

A standard Confed sidearm, the LZR-10 is a laser weapon that generates its own ammunition. It is possible to drain the weapon of shots, but it slowly regenerates power, so it can be used over and over without the need to find ammunition. It stores enough power for 30 shots at a time. The LZR-10 is the weakest pistol.



Foley 356 Tact

One of the better pistols available, the Foley 356 uses powerful 11mm ammunition, which it spits out at a decent rate of fire. Its clip of 24 rounds allows its user to stay in a firefight without needing to reload often. Operatives using this weapon can zoom in on their targets for increased accuracy. This makes for a truly deadly weapon, considering the power of the 11mm shell.



Kman Auto

This powerful pistol uses high-ROF (rate of fire) ammo, allowing it to pump out shots at a good clip. The downside is that it's easy to burn through its 35 shots in just a few seconds. Used with care, the Kman Auto offers excellent support fire in a compact weapon. It's inaccurate at even close range, hence its higher rate of fire.



Jax-iP

The Jax-iP uses powerful sonic ammunition to shred enemies in short order. It holds only 16 shots, but this is enough to knock off a few normal foes or one more powerful one. Aim carefully, because it must be reloaded frequently. The Jax-iP is best used at close range because it's difficult to lock on to distant targets with it.



Saryl-23

The Saryl-23 does considerable damage with its particle ammunition. This accurate pistol fires its projectile at high velocity for increased accuracy. The downside: It holds only 14 shots, making reloading on the fly a frequent event. This weapon is excellent for mid- and long-range shooting.



MNR-7 Bio

The MNR-7 Bio pistol fires bioreactive ammunition that explodes its target and damages any nearby targets. It fires a spread of three shots with every pull of the trigger, increasing the chances of a hit. It's great for tightly packed groups because of the explosive rounds, but it's not a weapon to use close in. Use it as a support weapon—it lacks the punch of most other pistols. It holds 50 shots in a clip.



Rifles

LZR-23

The standard weapon of Confed troops, the LZR-23 is a laser rifle that fires a burst of energy. Like the LZR-10 pistol, the LZR-23 regenerates its ammunition over time. It can run out of shots temporarily, but it's never truly exhausted, which makes it excellent for extended missions. Unlimited ammunition comes at the expense of overall weapon power. It holds power enough for 50 shots at a time.



L-Shot-50

The L-Shot-50 is a sniper rifle designed for accuracy at a distance. Unsuitable for close combat because of its slow rate of fire, this weapon is at its best from extreme range, where it can target even minimally visible targets. The L-Shot-50 holds a clip of 6 rounds and fires 11mm ammunition. A single headshot with this weapon kills most targets.



L-Shot-75

An upgraded version of the L-Shot-50, the L-Shot-75 features a significant improvement—a 12-shot clip. Like the L-Shot-50, the L-Shot-75 uses 11mm ammo and has a slow rate of fire, so it's unsuitable at close range. It shares the lethal nature of its smaller cousin, making it the ultimate one-shot/one-kill weapon.



MK-ASLT

A standard weapon for Confederation troops, the MK-ASLT combines high ROF with accuracy and power in an excellent all-around weapon. Like the L-Shot-50 and -75, this weapon features a zoom for more accurate targeting. It uses high-ROF ammunition and packs 48 shots in a clip for extended use.



Jax-iR

A deadly weapon in the right hands, the Jax-iR uses powerful sonic ammunition, which is extremely effective against Shrikes. It's relatively accurate and holds 24 shots in a clip, allowing the Jax-iR to be used in typical battles without reloading. This weapon doesn't lock on to targets at range. The closer you are, the better. It has a very low ROF.



Saryl-45

Like its smaller cousin the Saryl-23, this weapon uses deadly particle ammunition and has speed, accuracy, and power. The Saryl-45 is a good all-around weapon, suitable for close combat or ranged shots. It's not the deadliest weapon in your arsenal, but it is never a bad choice. The Saryl-45 boasts a clip of 30 rounds.



A10

Bioreactive

It's similar in many respects to the MNR-7 Bio pistol, but the A10 Bioreactive lacks the spread effect on its shots. It has a small burst effect when it strikes a foe, and can damage nearby enemies. This comes at the expense of overall power, however—the A10 does not pack the punch of other rifles. A clip holds 40 rounds.



Rail RVR

Few long arms carry the potential punch of the rail RVR. Firing (naturally) rail ammunition, this rifle has both stopping power and a very high ROF, making it excellent at suppressing enemy fire and movement. A full clip holds 24 rounds.



Feral Cutter

Developed on Ferix, the Feral cutter is favored by Feral colonists and outcasts alike. It packs a 30-round clip of special ammunition and fires rapidly, and in the right hands is respected as a devastating weapon. Some materials can deflect shots from this weapon, so it's dangerous to stand near its point of impact.



Ion Beamer

This powerful rifle holds more shots than any other. A full clip contains 100 rounds, so it can be used in multiple firefights without reloading. Reloads are hard to come by when they're needed, however, because the ion beamer uses relatively rare energy ammunition. Shrikes favor this weapon for its rate of fire and significant power.



Bower 20

The Bower 20 shotgun is designed for extremely close combat. Against a foe at even a virtual 20 feet or so, the stopping power of the Bower 20 is greatly reduced. When fired at a foe at point-blank range, especially in a headshot, the spread of pellets from this weapon is almost always fatal. It holds 12 rounds in a clip and uses exclusive shotgun ammunition.



iKhan-GPL Grenade Launcher

The relatively rare iKhan-GPL's a good weapon to have. It launches a small grenade a short distance. This grenade explodes soon after, doing concussive damage to anything in the area. If fired at a high enough angle, it will split into three grenades, and cannot be reloaded. The iKhan-GPL holds up to 16 grenades.



NOTE – The iKhan-GPL grenade launcher uses different grenades from those in your inventory. You can't toss sonic, energy, or frag grenades with this weapon.

Cannons

LZR-50

The largest weapon in the LZR series is the LZR-50, a laser cannon that has greater power and shot capacity than either of the two smaller models. Like other laser weaponry, the LZR-50 regenerates ammunition over time. Like the smaller models, it also lacks the power of non-laser cannons. It can generate power for up to 99 shots at a time.



RVG50 Minigun

A true cannon in every sense of the word, the RVG50 is one of Tex's favorite weapons. Armed with multiple rotating barrels, this weapon spits out rounds at an incredible rate—necessary because of its overall inaccuracy. Best used for close-range attacks, the RVG50 can hold up to 80 rounds, and it can burn through those in a few seconds.



Jax-iC

It's more cumbersome than smaller Jax-model weapons, but the Jax-iC is a deadly piece of equipment. It has more punch than the other Jax weapons, and is best suited for close- and mid-range attacks. It uses sonic ammunition and holds 36 shots in a clip.



Saryl-99

The most powerful of the Saryl armaments, the Saryl-99 cannon produces a prodigious shot that does serious damage to anything it strikes. Its rate of fire is decent and it packs a clip of 38 particle rounds—an excellent all-around choice for either Brutus or Tex.



A50 Bioreactive

The largest and deadliest version of the bioreactive weapons is the A50. Like other weapons that use bio ammo, a kill results in a small burst, damaging nearby enemies. This weapon holds 40 shots at a time.



Rail CLVR

A more powerful and much larger version of the rail RVR, the CLVR is an excellent weapon choice. Like the smaller version, this weapon boasts an incredibly fast shot combined with a superior rate of fire, so it can accurately place shot after shot in the correct location. A clip holds 30 rounds of rail ammunition.



PU Cutter

The PU or plutonium cutter is an upgraded version of Brutus's favorite weapon. It packs a 50-round clip for added staying power and hits with significantly more power—a weapon to wish for. As with the Feral cutter, some materials deflect PU cutter shots, so stay clear of the impact point. It uses cutter ammunition.



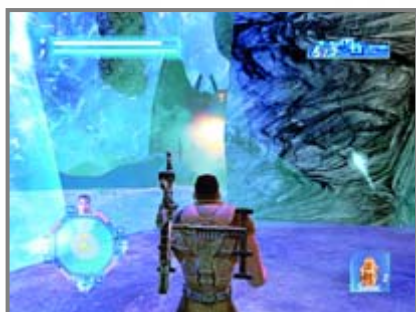
Sweeper V Missile Cannon

The Sweeper V is a massive cannon that fires unguided rockets. When they strike, these rockets explode with both concussive and incendiary force. Anything struck directly or within the blast radius suffers major damage. It has a slow rate of fire, however, and is difficult to aim. It also carries only 8 rockets at a time.



Therm Sweeper Missile Cannon

This is a more advanced version of the Sweeper V. When it fires a single rocket, the rocket splits into two. Even better, the rockets track their target and cause an incredible amount of damage. Virtually anything can be destroyed with a single solid hit from a Therm Sweeper. It holds a maximum of 6 rockets.



Grenades and Explosives

Frag Grenades

The simplest and most basic grenade is the frag grenade. When thrown, a frag grenade bounces for a few moments, then explodes, sending out a cloud of shrapnel that penetrates the flesh of anyone in the immediate vicinity. Frag grenades are powerful within their blast radius, but tough to aim. They also can rebound, which means that a poor throw can backfire.



Gas Grenades

When hurled, gas grenades act exactly as frag grenades. But they explode with a small pop that releases a toxic cloud of green smoke, rather than a burst of destructive force. The smoke not only obscures vision, but it also kills virtually anything it surrounds. The toxins dissipate after a few moments.



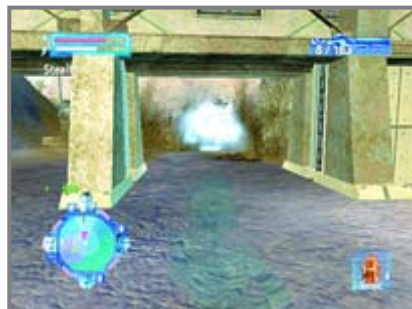
Energy Grenades

Similar to frag grenades, energy grenades explode in a massive burst of power. They have a much larger radius of effect, however. Like frag grenades, these can be hard to aim. The extent of their damage radius makes them a poor choice against nearby enemies.



Sonic Grenades

Unlike other grenades, the sonic grenade does not bounce. It explodes the moment it touches the ground or another surface, creating damaging sound waves that shake apart anything in the area. It's easier to aim this grenade than others because it doesn't scatter, but it's dangerous to throw it from behind cover—hit something close and you'll feel the pain.



Light Grenades

Light grenades are not technically weapons. These are used to mark locations for dust-offs or for strikes from orbit. You don't need them often, and you never need them in combat, but they are useful in multiplayer coop, since they can be used as beacons on confusing maps.



Sentry Bomb

Sentry bombs are flat, square plates tinted red or blue when active. When approached, the Sentry explodes, causing massive concussive damage to everything nearby. Sentries are used to discourage pursuit, but more often are in position as security devices.



NOTE – Tex can disable placed Sentry bombs.

Roller

The roller is a seeking grenade that locks on to a target and, when released, tracks it until it catches up and explodes. Rollers kill most typical foes in the blast, and often take out others nearby. When released, a roller locks on to the closest enemy target.



Other Items

Healing Items

Medkit

When combat, terrain, long falls or other hazards of battle have taken their toll, medkits are the best line of defense. The medkit restores a substantial amount of the recipient's health. Hawk and Flint can be almost fully healed with a single medkit, regardless of the amount of damage they have taken. Medkits are an important resource and should not be used to repair slight damage. You can carry up to 25 medkits at a time.



Garo Fruit

Garo fruits grow on the planet Ferix. When eaten, these large yellow fruits restore health. They aren't as powerful as medkits, but garo fruits can still help an operative regain a significant amount of health. You cannot carry garo fruits with you. Use them immediately when you find them.



Psychic Ruby

The priests of the Sword of Shadoon cult drop psychic rubies when they die. When the rubies are picked up, they restore a small amount of health. Psychic rubies are nothing like a medkit, but several of them can pull someone back from the brink and get them into battle again.



Other Items

Powerblade

Hawk possesses an energy blade that she uses in close quarters. It is best used in Stealth mode. When she connects squarely, Hawk can slay with a single slice all but your most significant enemies.



DNA Canister

Each mission holds a DNA canister. Grab it to unlock new characters for use in Deathmatch or Squad Deathmatch games. There is no penalty for not collecting a DNA canister, but it can make Deathmatch and Squad Deathmatch games more interesting and exciting. Pick these up when you find them.



Organic Sensor

The organic sensor is an infrared device that detects heat given off by living bodies. Use it in low light or less-than-optimal visibility conditions to get a better view of the area and—more importantly—of your enemies.



NOTE – Because his Spirit of Vengar mode has a similar function, Brutus cannot use the organic sensor.

Memory Chip

When a member of your squad dies, he or she leaves behind a green memory chip. Get this to greatly reduce the cost of re-cloning.



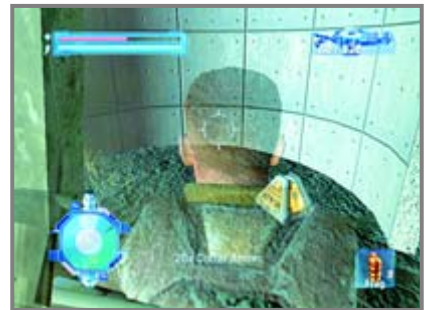
Ammunition

Ammunition boxes are sometimes left in caches and often appear at the feet of slain foes. To add the ammunition to your personal supply, run over it.



Grenades

In the course of your missions, you often find small caches of grenades. Each holds up to three of a specific type of grenade. You can carry up to 10 of each type.



NOTE – Grenade canisters are color-coded. Frags are yellow pyramids, gas canisters are green pyramids, sonics are blue squat cylinders, and lights are white pyramids. Energy canisters are yellow squat cylinders.

Briefcase

On several missions, you are asked to retrieve briefcases left behind by others. These contain vital information for the Confederation. To collect a briefcase, walk up to it.



Enemies

Terrorists and Mercenaries

Your most common enemies are other humans, generally mercenaries, terrorists, and other subversives who work against the Confederation. These paid warriors, typically armed with weapons taken from the Confederation, hire themselves out to the highest bidder. If that highest bidder happens to be an alien invasion force...at least they get paid. You fight them on Estuary, Caspian, and Singe.

Red Hand

You face the Red Hand mercenary group early in your career. Once a part of the Confederation, this group of soldiers-for-hire now works against you. Red Hand mercenaries generally are armed with rifles, and they like the LZR-23, the L-Shot-50 and the Bower 20 shotgun. Initially, they also favor frag grenades, but later in your missions they upgrade to sonic grenades. Their armor protects them from some damage, but a headshot from most weapons kills them.



Terrorist

In all important respects—from weapon choice to what you must do to get rid of them—terrorists are identical to Red Hand mercenaries. They're a little tougher and more resistant to damage, and are generally more accurate with their weapons. Still, precision shooting on your part quells them.



Subversive

Subversives often appear with terrorists. These are the more elite terrorist troops. They're generally more accurate with their weapons and much harder to kill. You can drop them with an L-Shot-50 headshot, like terrorists, but be dead-on accurate, because these guys can soak up damage. They like using the L-Shot-50 themselves, and they are both fast on the trigger and deadly.



Turret

Some terrorist areas have large, double-barreled turrets that spit out death at high velocity. Turrets are best handled with heavy weapons from concealment, but a good grenade toss also destroys one. Stay under cover as you approach to avoid being riddled with damage by the time you get in range. If you keep moving, the turret's accuracy suffers. Some turrets are commanded by consoles in the world, which would allow them to be player controlled. Look for the consoles and have Hawk use her system bypass on them.



TIP – The most effective way to destroy a turret is to use Hawk's Stealth mode and launch grenades. Hawk can also reprogram turrets to fire at her enemies.

Outcasts

In Feral society, transgressors are sent into the wilderness to fend for themselves. In the past, they died, alone and afraid. But those shunned by Feral society now have banded together and are trying to reclaim their old territory. Outcasts are seen exclusively on the planet Ferix.

Feral Outcast

The orange coloration of Feral outcasts makes them difficult to see against the trees on the planet Ferix. It also helps them blend in while running inside Feral tree cities. Outcasts favor the Bower 20 and the Feral cutter as weapons. They



aren't particularly resistant to damage—a quick burst from the RVG50 or a couple of hits from your own Feral cutter does them in.

Feral Meancast

Meancasts are more robust than simple outcasts, and hard to see. Their green coloration blends into the ground cover on Ferix, and even their orange epaulets act as camouflage.

Meancasts love to stage ambushes, often hiding in water and bursting out to attack as you approach. Meancasts typically carry heavier weaponry, such as RVG50s, which they use to deadly effect. It takes a lot more ordnance to silence a meancast, but they're generally slow to react if you strike from their flanks. When killed, meancasts sometimes drop garo fruit.



Outcast Shaman

The heaviest hitters in the outcast group are shamans. Their distinctive yellow and black coloration isn't particularly useful as camouflage, but the shamans don't care. They are always armed with heavy weaponry, usually RVG50s and Sweeper V's. Handle them with the L-Shot-50. An 11mm round between the eyes usually drops them, or at least stuns them enough to keep them from firing so you can snap off a killing shot a second later. Because they love the Sweeper V, make destroying them a priority when you encounter them.



Mutants

Mutants are former colonists or the children of former colonists, reduced to a terrible physical and mental condition by their environment and adverse working conditions. They're little more than animals—not too bright, but possessed of a cunning that makes them dangerous. Mutants love to ambush, and are not averse to suicidal attacks if they can take someone else with them. You fight mutants on the planet Caspian.

Ugly Mutant

Like their mutant brethren, ugly mutants are warped versions of humanity, twisted by generations of exposure to toxic chemicals and adverse working conditions. Wholly insane, degraded, and cannibalistic, ugly mutants are better off dead. They favor pistols, and more often than not carry LZR-10s or Foley 356 Tacts. Their extraordinarily tough skins can withstand a certain amount of damage, but headshots are usually fatal.



Filthy Mutant

Just as depraved and just as physically and mentally warped as the ugly mutants are the filthy mutants, distinguished by their bald heads. In all respects except appearance, they are identical to ugly mutants. They always carry pistols.



Molotov Mutant

Molotov mutants look like filthy mutants, but carry Molotov cocktails, which they hurl from a distance.

The Molotov cocktails explode on impact, doing significant damage. Should they find themselves close to an enemy, these mutants charge and smash the Molotov cocktail on the ground, killing themselves and doing serious harm to their target. If they're shot before they throw the bomb, Molotov mutants explode in a small burst. Don't let them get close. Backpedal if you need to and pepper them until they go down. After throwing its bomb, a Molotov mutant essentially becomes an ugly mutant.



Sword of Shadoon Cultists

The seers from Osiris are allied with the Confederation and work with them in many endeavors. The Sword of Shadoon is a splinter group with a leader, Shadoon, who proclaims himself a god. Shadoon is in touch with something else in the galaxy and is using this to create havoc in the Confederation. The Sword of Shadoon cult is behind many machinations elsewhere in the galaxy. These creatures fight with the power of the mind, launching deadly bolts from their hands and teleporting around to avoid your fire. You fight them on Osiris and at one point, on Ferix.

Seer Slave

The lowest ranking members in the Sword of Shadoon cult are the seer slaves. Unable to take much punishment and capable of only feeble offensive attacks, seer slaves are more of a nuisance than a real threat. In great numbers, they can be problematic, especially when they start warping between pylons. Hit them with whatever you have handy. They don't last long under a dedicated assault.



Seer Follower

The next step up from the seer slave is the seer follower. These creatures are capable of a much more powerful offense, and the bolts they launch are much faster than those launched by the slaves. They can take a bit more punishment, but aren't so robust that you can't get rid of them with a few good shots. Laser weaponry works well against them.



Lesser Priest

The lesser priests in the Shadoon cult are a real step up in power from the simple followers.

Lesser priests float above the ground, often juking back and forth to make themselves more difficult to hit. They teleport to pylons frequently. Lesser priests can soak up a lot of ammunition before they go down. Only a perfectly placed headshot drops them instantly. Laser weapons are good against them, as are grenades. When killed, lesser priests drop psychic rubies.



Seer Priest

Seer priests are almost identical to lesser priests. They can both spit out and soak up a lot more damage, but otherwise they are the same and use the same tactics. Deal with them with a high-ROF weapon such as the RVG50, or with overwhelming power, such as the Confed LZR-50 cannon. Like lesser priests, seer priests drop psychic rubies when downed.



CAUTION – Watch out for the seer priest psychic grenades! They will raise their arms and summon a small pink vortex near a character. That character only has a few seconds to get away before the vortex explodes, doing a large amount of damage.

Pylon

Pylons are non-combative. You never take a shot in the back from one. Still, do everything you can to destroy them. Seers warp to these structures whenever they wish, giving them great freedom on the battlefield. In the absence of pylons, seers

are stuck in position. Particle weaponry is effective against them. Pylons are highly resistant to high-ROF ammo and impervious to bio weaponry.



Fire Hound

While not strictly members of the cult, fire hounds live in the lava pools that dot the surface of Osiris. They aren't controlled by the cult (except those around Shadoon), but fire hounds don't attack cultists. They launch a deadly gout of flame that can travel a long way. Fire hounds are physically weak. You can usually destroy one with a single hit anywhere on the head or the body.



TIP – Use Flint and her Advanced Targeting against fire hounds. Otherwise, use bio weapons. Fire hounds attack in groups and have little health, so they are susceptible to the bio death and the subsequent explosion.

NOTE – Fire hounds also appear in the mission on Singe.

Shrikes

The Shrikes are behind all the current turmoil in the Confederation. It is they who control Shadoon, and they who have set up their puppets on Caspian, Osiris, Ferix, Estuary, and elsewhere. Shrikes are alien monsters, predatory and deadly. Your last four missions are direct battles against them. You fight the Shrikes on Caspian, Estuary, and the asteroid LB-429.

Shrike Solider

Nimble and agile, beige-colored Shrike soldiers are tough to get a bead on in combat. They don't stand their ground in a fight but jump back and forth, hopping out of cover to take a few shots, then jumping back to safety. Shrike soldiers favor a variety of weapons, including the Saryl-45, the Jax-iR, and the rail RVR. They are susceptible to sonic ammunition, so get in solid hits with Jax-iRs and Jax-iCs. One of these weapons makes battle against Shrike soldiers much more pleasant.



Shrike Heavy

Darker and redder in color than Shrike soldiers, Shrike heavies are the real powerhouses in the Shrike invasion force. These creatures are never without a cannon of some sort, and many like to carry Sweeper V's or Therm Sweepers. Heavies can take a lot more damage than typical Shrikes—you can't drop one on the first solid hit. Fight from distance and use cover when you can to avoid their rockets. Retaliate with sonic weapons and well-aimed L-Shot-75 attacks.



Shrike Hound (Gas Hound)

Shrike hounds, or gas hounds, are similar to fire hounds in appearance and attacks. Instead of a burst of flame, though, Shrike hounds attack with a small cloud of green toxin that causes massive damage to everyone but Flint. Because Flint is so resistant to gas attacks, let her take care of the gas hounds with whatever weapons she has available. A single good shot is usually all it takes to destroy them.



Turret

Shrike turrets are similar to those employed by mercenaries, but there are essential differences. First, Shrike turrets are more powerful and a bit more accurate. Second, and more important, the turrets are a lot smaller, which makes them more difficult targets. Unless you are right on them, use sonic grenades, which you can place with precision. Running up and shooting a turret is often suicidal.



Special Enemies

At times throughout your missions, you have the task of tracking down particularly dangerous and influential enemies. They're tougher, more dangerous and generally more capable than their many minions. Entire missions are designed around finding these enemies and ridding the galaxy of them.

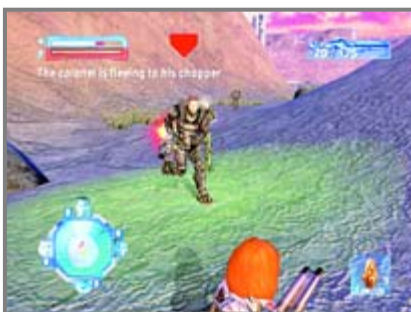
Edward Kingman

Edward Kingman is one of the financiers behind the Red Hand mercenaries and lives on Caspian. Over the years, Kingman has made a huge pile of money, most of which he has used to augment himself to the extreme. Still more of his money went into cloning, and he's on his sixth clone. Kingman generally runs from combat, but defends himself with a pistol if he has to. It takes a few shots to put him down, but of all of your special enemies, Kingman is the simplest and easiest to assassinate.



Gunthar Ghent

A former recon operative gone rogue, Gunthar Ghent was until recently a well-respected member of the Confederation military. A love of money made him a turncoat, and he now makes his fortune by transferring shipments of weapons to the Red Hand. Despite his training in recon, Ghent favors heavy weaponry, specifically the Sweeper V. This makes him deadly in combat, but much less effective at close range. To defeat him, set up an ambush and get him to run right through the middle of it. Even then, it takes a lot of firepower to knock him down for good.



The Supermutant

One ultra-powerful mutant leads the mutant forces on Caspian. Smarter, tougher, and deadlier than ordinary mutants, the supermutant is an army by himself. He's easily spotted on the battlefield because of his



distinctive radioactive green hue, but the supermutant has little reason to hide. He is an absolute sponge when it comes to taking damage. Up close, he performs a ground stomp that radiates damage. Keep your distance and pepper him with everything you have until he finally falls.

Shadoon

For the first two-thirds of your missions, your main enemy, directly or indirectly, is Shadoon. Self-styled god and leader of his own cult, Shadoon is a major thorn in the Confederation's side. When you finally do track him down, you're in for a real fight. Shadoon attacks and moves like a priest, but can teleport wherever and whenever he wishes. Not only can he withstand enough damage to kill a dozen priests twice over, but Shadoon also can call on fire hounds to attack for him. Send the whole squad after him and hit him with everything.



Ty McTavish

An early model synthetic, Ty McTavish went rogue. He was one of the biggest reasons the synthetic project was canceled and why many synthetics were herded up and destroyed. Your encounter with McTavish is also your first encounter with a



rail RVR, a weapon he uses to devastating effect. McTavish may be the toughest opponent you face. He soaks up more damage than seems possible, absorbing clip after clip of your heaviest weapons while tossing out sonic grenades and ripping off shots with the rail gun. Soften him up with grenades, the charge him and get everyone in on the act. You take a lot of damage, but with constant pounding, even a tough enemy like McTavish goes down.

Shrike Hunter Lord

The ultimate leader of the Shrike invasion is the Hunter Lord. He's a mysterious creature, and even as you battle him to the death you discover little about him. He prefers to use the PU cutter in battle, and is deadly accurate with it. You face the Hunter Lord twice, both times on LB-429. The first time you see him, he runs off. In the second battle, you need the assistance of the heavens to squelch him.



Basic Strategy

Basic Skills

Shooting

Your most basic skill is firing a weapon. It may seem as simple as pulling the trigger, but it takes practice and experience to know when to shoot, where to aim, and what weapon to use in a given situation.

The most important thing to know in any firing situation is the characteristics of the weapon in your hand. Is it better for close range? Good at distance? How long is the time between shots? How long until you need to reload? It takes some time to learn these facts about your weapons for yourself. This guide can describe weapon features, but you must learn from physical experience how much time it takes for a weapon to pump out a number of rounds and how many rounds you can expect to connect with an enemy.

Aside from practicing with the weapons and getting a feel for them, follow a few general practices:

- Use the reticule.
- Reload, reload, reload.
- Fire in short, controlled bursts.
- Know when to switch weapons.



Know the capabilities of the weapons in your arsenal. For instance, the Bower 20 is excellent at close range and nearly worthless at distance.



Practice, practice, practice. It's all about gaining experience with the weapons.

Use the Reticule

Each weapon has a targeting reticule that helps you know when to pull the trigger. When the reticule turns red, you have an enemy target lined up. Your next shot has a better-than-average chance of hitting the mark. When the reticule is yellow, your next shot will hit some object that you can affect—a missile rack, weapons crate, Shrike technology and the like. If the reticule is blue, your shot probably won't hit.



When the reticule is red, you have a target lined up, even if it's tough to see.

Learn each weapon's reticule. Some, like the inaccurate and somewhat wild RVG50, have large reticules that give you only a general sense of being on the mark. Others, like the L-Shot-50 and -75 have tiny reticules with pinpoint precision.



Some weapons have very small, precise targeting reticules.

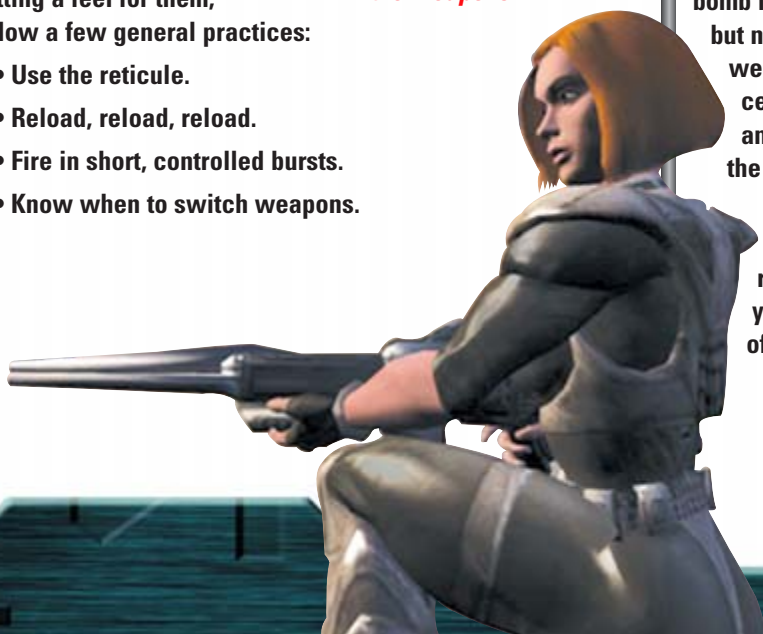
Reload, Reload, Reload

Is there anything worse than walking into a pitched battle, pulling the trigger, firing off a shot or two, and then hearing the click of an empty barrel? Well, stepping onto a Sentry bomb is probably worse, but not by much. Each weapon holds only a certain amount of ammunition. Even the self-charging Confed laser weaponry can run dry in a big fight.



Don't move! The battle is over, and that weapon is almost dry. Take a second to reload.

The rule here is that after a battle, take the time to reload. Make sure your weapon is fully loaded so that if you round the next corner and stumble into a room full of enemies, you are at top offensive power.





There is another benefit to keeping your weapon full. Your team can carry a limited amount of each ammunition type. This ranges from 40 shots of Therm Sweeper or Sweeper V rockets to 600 high-ROF rounds. Anything in your weapon doesn't count toward that total. If you come upon an ammunition cache with your weapon stocked, you can have a full inventory plus a full magazine ready to go.



The weapon is full and so is your inventory. You have plenty of ammunition for the fight ahead.

This isn't so important for ammunition types that are easy to find or that you can carry a lot of, but it's critical for rare or heavy ammo such as 11mm rounds. The difference between 50 shots with the L-Shot-75 (the most you can carry) and 62 shots (all you can carry plus a full weapon) is up to a dozen kills.



Another enemy down and only a few rounds expended. This is effective and efficient.

Short, Controlled Bursts

Your ammunition supply, while generous, is still limited. With a high-powered, fast weapon like the RVG50 minigun, you can spit through your 600 rounds in about a minute if you keep the trigger depressed. So what does this mean?

It means quick trigger pulls are the way to go with most weapons, especially those with a high rate of fire. There's no reason to hammer down the trigger when a few good shots knocks out an enemy. Burst-firing is usually just as effective as taping down the trigger, and a whole lot more efficient. The less ammunition you use for one kill, the more you have for the next one. Plus, weapons get less accurate under sustained fire due to recoil.

Know When to Switch

The best time to set down one of your weapons and pick up a new one is when the one you've been using is drained of ammunition. Get a new one off the ground somewhere or find some ammo.

Ammunition may prove to be a problem for you on some missions. Sometimes the weapons you're using and the weapons your enemies are using don't pack the same heat, so you can run a weapon dry. Your best move is to pick something up from the body of a fallen foe. You're sure to find a continuous supply of ammunition for the rest of the mission, because enemies of a type tend to use the same weapons.

Check your weapon loadout at the start of a mission. You don't always start with maximum ammunition. If several of your characters start with weapons that use the same type of ammunition, you go through it even faster. Keep a variety of weapons in your squad so that you don't burn through ammunition faster than you can replace it.



If you are running low on ammunition, pick up a different weapon.



They lack power, but laser weapons that regenerate their ammunition don't require you to find ammunition, which can help in long missions.



Tex has two identical weapons here. He's dead in Berserker mode, but if he runs out of ammo, what weapon will he use?

Moving

On every mission, you are outnumbered and outgunned. There are always a lot more of them than there are of you. Even if you pack eight of the nastiest weapons available, the enemy has more. So why aren't you horizontal with Shrikes dancing on your grave at the end of every mission? Because you control the pace of what happens with your movement.

Two types of movement are important. The first is moving in combat. The second is moving between battles.

Moving in Combat

Simple rule: If you stand still, you're dead. You have to keep moving when someone is firing at you. A stationary target is an easy target, so don't be one. Keep running, or at least walking, to avoid taking damage in every combat.

To move and still keep the reticule on an enemy, move in a circle. This makes you a more difficult target for enemies in front and behind you as well as on your sides. By simultaneously rotating your view, you can keep your reticule on your foes, hitting them while staying out of the line of fire yourself.



It's all about movement, either toward combat or away from it.



Wonder why you are getting peppered? Standing still has something to do with it.



Moving in a circle allows you to keep your view on your enemy and makes you tougher to hit.

If you need to close the distance between you and an enemy or retreat from a combat, moving in a straight line is generally the worst thing you can do. It makes you a very easy target. Enemies can just lead you a little bit and pour on the damage. Run in a zig-zag pattern. It takes a little longer, but you get to your destination in much better shape.



Don't run right at someone unless you really want a faceful of buckshot.

Moving Between Combats

A couple of times in your missions, you need to get from one place to another as quickly as possible. These are exceptions to the rule. If you've found a safe place, you can usually sit and wait for a minute before heading out. Take the time and assess your group.



After battle, take a moment and check out the whole team.



Unless you are ordered to do otherwise, take your time moving from place to place.

Make sure everyone has a full magazine in his or her weapon and take care of any serious wounds. Before moving out and initiating more combat, make sure you're in top condition or at least in the best shape as you can be. The next fight won't start until you start it. Walk, don't run. Save the running for the battles.



Using Grenades and Items

Combat is more than just moving and shooting. On any mission, you also have an inventory of items you can use either to survive or to inflict damage on the enemy. Learning how these can assist you is critical to your success.

Frag, Energy, Gas

These grenades bounce when you throw them. Putting one of these into the heart of an enemy formation or directly on target is more art than science. Practice, both to learn how far you can throw them and to learn how they bounce.

Aim higher to gain more distance on your grenades, which can help you suppress enemy fire. Any grenade that lands in the vicinity of a foe makes them stop shooting and dive for cover. Even if they aren't hurt, they stop firing for a few critical seconds. Getting the feel for grenade placement is important.

The bounce effect makes these grenades harder to aim, but you can use this to your advantage. Rebound the grenade off a wall or rock into the area you want it to go without exposing yourself. Again, this takes a little practice.



Most grenades bounce around when you throw them. This can make accuracy difficult.



If you need extra distance on a throw, aim high.



Bounce grenades off doorjams and walls to get them where you need them.

Sonic

Sonic grenades are the exception to the bouncing grenade rule. Unlike the others, these explode the moment they touch anything. They aren't any good for suppressing fire (no one has time to react to them because they go off immediately), but they are much easier to place on a target.



Sonic grenades explode on impact. It makes them easier to throw accurately.

Use sonic grenades when you need to score a kill with your throw. You can be a lot more accurate with these grenades, so learn how far you have to throw them to get them in the right spot. Practice to get the feel for it.

In general, you throw sonic grenades as you do any other grenades. You can't bounce them to their target, though, so you need to be a lot more direct with them.

TIP – Sonic grenades, because they are easy to place right where you want them, are great for destroying turrets and other installations.

Medkits

When do you use a medkit? When you are wounded, obviously, but it's a little more complicated than that. Unless you are desperate, conserve them to use after the battle. There are exceptions to this rule, of course. If you're about to buy the farm, use a medkit. Don't die of a gunshot wound with medkits in your inventory.

Unless you have a massive number of medkits, don't use one unless the character in question is at less than 50 percent health. Only a direct grenade hit or a solid shot with a massive weapon drops a character with more than half his or her health, and your team can self-medicate as necessary. But they won't do this until and unless they are in serious harm, so monitor your team's health between battles. If you think someone needs a medkit, he or she probably does.



Is this too wounded? Should you use a medkit? That depends on what lies ahead.

Psychic Rubies and Garo Fruit

These healing items are special because you get them for free just by killing your foes or finding them, but you can't carry them with you. Use them when you find them.

Do this after a battle, when garo fruits or psychic rubies are available. See who on your team needs the health the most, switch to that person, and collect the items. If one person has lost just a little health while others are near death, it makes sense to put the healing where it's best used. That said, you shouldn't walk away from garo fruit or psychic rubies if anyone on the team has any damage at all. Use these items to heal and save your medkits for when there isn't free healing available.



Psychic rubies don't restore a lot of health, but they're better than nothing.



Garo fruits restore a lot of health. A couple of these can pull anyone back from the brink.

NOTE – Garo fruits appear on Ferix, either growing wild or in the possession of outcast shamans and meancasts. Psychic rubies are dropped by seer priests on Osiris.

The Organic Sensor

You have an organic sensor in your inventory for roughly half your missions. This device permits infrared vision, letting you see enemies by picking up their body heat. You can't see much of the terrain around you, but you spot enemies quickly and easily.



Use the organic sensor when you would otherwise have trouble seeing your foes.

Use the organic sensor in situations where visibility is otherwise limited. Switch to it in combat and switch out after combat. In areas with dangerous terrain, the organic sensor can make it nearly impossible to see if your next step is on solid ground or into a pool of mercuric chloride, so don't risk it just for the sake of convenience. This device helps in combat, but hinders movement. Use it wisely.

NOTE – Brutus cannot use the organic sensor.

Putting It All Together

So how do you run in a narrow circle around an enemy, fire accurately, toss a frag grenade into the heart of an enemy formation, and give an order to your team—all at the same time? In a word, practice. It takes time to learn how to do all of these things at once, and the only way to get better at it is to practice.



It takes time to learn the skills needed to succeed. This guide can point you in the right direction, but it can't play the game for you.

Practice in a controlled situation. If you have a second controller, hook it up to your system and practice in Deathmatch. Set up a game and play by yourself against a stationary opponent. You aren't at risk and you aren't learning how to dodge fire, but you can get the feel of the different weapons and characters, learn how to move while keeping your reticle focused, and play around with grenades. In Squad Deathmatch, you can practice giving orders. A side benefit is that you learn the various Deathmatch maps.



Play Deathmatch by yourself. You won't get the same effect as a real combat, but you can hone your skills.

If you don't have a second controller, keep playing the missions. Don't hesitate to replay a mission you've already completed, just for some extra practice in doing everything at once. It can get complicated, but with time, hard work, and patience, you *can* learn to do everything. It's the one skill this guide can't teach you.

Using the Characters

Tex

Tex is your biggest hitter, the one most able to take damage and dish it out. He's the guy to go to when you have a lot of enemies in your path and no clear way around them. Tex has no ability to be quiet or patient, so when it's time for all-out war, he's the guy to have.

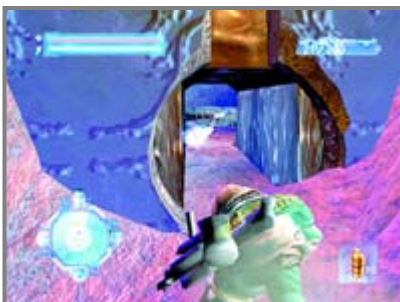
Sometimes subtlety is not called for. In these situations, Tex is the man you want to be in charge of. While the rest of the team covers him and offers support fire, Tex charges ahead and hands out equal portions of pain and suffering. Use him to muscle your way through the most difficult parts of the game.



Tex is your strongest character, and the best one to control in a major fight.

Brutus

Brutus is your best all-around character. He likes the same weapons Tex does and packs a good punch. He's also a lot faster than Tex, so he can close with enemies quickly or back out of a fight if things get too difficult. His senses allow him to pick up enemy contacts where your other teammates see only scenery.



Brutus has few weaknesses, which makes him a good default character.

Because of his speed and power, Brutus makes an excellent default character. He's not always the best at any one thing—he lacks Hawk's subtlety, Flint's precision, and Tex's overwhelming power—but Brutus is bad at nothing. He's your most well-rounded character. If you're in a situation that doesn't call for the specialty of another teammate, he's the guy to be in charge of.

Hawk

Hawk is all about stealth. Her special attack mode, the fact that she is hard for enemies to see, her silent walk—everything about her is geared toward being and staying stealthy. Use Hawk on missions that call for staying out of sight.



Hawk is quiet and precise. Use her when you need to look ahead or make a few silent kills.

Hawk is an excellent scout, and is most lethal in this mode. Much of the time, her weapons lack the punch to keep her in most firefights. Where Tex and Brutus need a couple of shots to down a foe, Hawk needs half a dozen. In Stealth mode, however, Hawk can kill foes almost instantly and silently. She's your choice when you have a couple of well-protected enemies guarding a choke point or a few nasties behind a lot of cover.

Flint

Flint is a special case. Her weapons aren't that useful in a running fight, but when she can plan her shots, there's no one better or faster at getting rid of enemies. Hawk is your designated scout, but Flint's acute vision allows her to look ahead with much more accuracy than Hawk. She's not as stealthy or quiet, but she's who you want spotting terrain for you before you charge in with Tex or Brutus.



Flint's skill as a sniper is unmatched, but she can get in over her head in other situations.

Because of her observational skills and quick-kill ability with the sniper rifle, Flint is a good second choice to Brutus. If you are caught in a running battle with Flint, switch to her secondary weapon, because it doesn't require the patience and precision of the sniper rifle.

TIP – Crouch! You regain stamina four times faster while crouching, which is very important for special abilities (it'll come in handy in Deathmatch or Squad Deathmatch too!).

Issuing Commands

Move To

Of all your team commands, this is the one you use the least and need the least. As its name implies, Move To tells the selected team member or members to move to a specified location. When they get there, the order changes to Stand Ground. You can move your people to a desired location without having to switch to them and go there in person.

The problem is that this order tends to be rather inexact. You don't have perfect control over the location. You can get many options for a Move To location, but not every square inch of ground (that's a good thing, or it would take an enormous amount of time to issue the command!). You can stash people in a certain place in a very general way.

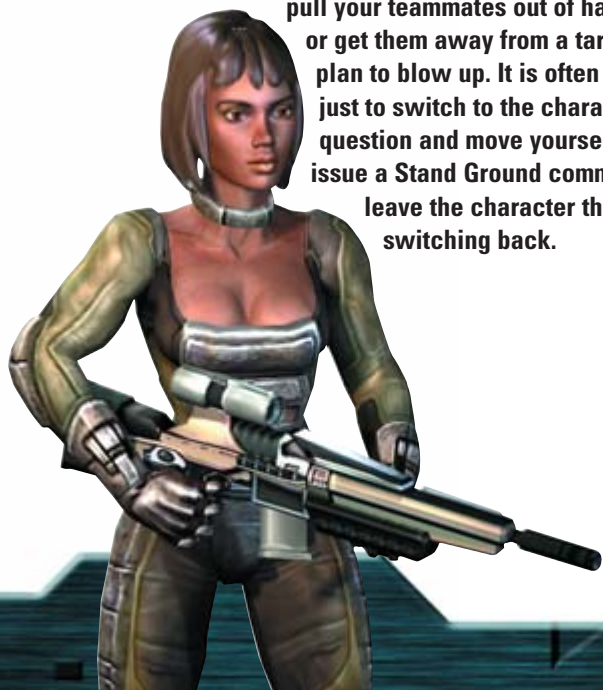
The command is best used for specific situations, such as when one team member has wandered off a bit or is sitting in a location that is drawing heavy enemy fire. Use Move To to pull your teammates out of harm's way or get them away from a target you plan to blow up. It is often simpler just to switch to the character in question and move yourself, then issue a Stand Ground command to leave the character there before switching back.



The Move To command helps you get someone right where you need him or her.



Use this command to pull people out of the line of fire and get them to safety.



Cover Me

The Cover Me command is the best default command for the entire team. The team enters each mission under this command. It tells anyone you are not controlling that you are taking point and they are to follow behind you, protecting you from threats as you march toward your next objective. Other

characters keep up as best they can. Depending on the character, this can mean having them dogging your heels (in the case of Hawk following anyone), or falling back quite a bit over a long stretch (Tex following Hawk).

You want the team following this command almost all of the time. In the walkthroughs, this command isn't mentioned much because it is assumed that this is the standing order. Cover Me keeps everyone in the same spot, protecting each other and ready for any firefights. Move To, Stand Ground, and Fire at Will are the exceptions to the Cover Me rule. After completing an objective that requires use of the other commands, issue the Cover Me command to the entire team to bring them back into formation and get them moving ahead as a whole.



The Cover Me command is the default. This keeps the whole team in one location and with you so they can assist.

Fire At Will

Fire at Will is both fun and dangerous. In the right situation, this command saves your butt time and time again. It gives everyone license to run amok, destroying anything they encounter to the best of their abilities. In massive pitched battles, it relieves you of the pressure of standing in the foreground of enemy fire and keeps the team actively searching for targets.



Fire at Will should be reserved for the largest, toughest battles when you need the team actively hunting the enemy.

Fire at Will also gives everyone license to wander off in search of enemies to destroy. It can quickly splinter the team into four individuals causing havoc and getting themselves into too much trouble to cope with. Don't leave your team in this command for any length of time. Use it sparingly in situations where you are badly outnumbered or are fighting a single, tough enemy and need everyone to be in top form and as aggressive as possible.

Stand Ground

The polar opposite of Fire at Will is Stand Ground. This tells the selected person or people to stop moving immediately, dig in, and wait for further orders. If attacked, squad members operating with this command defend themselves, but they don't search out targets on their own.



Stand Ground tells the team to hold their positions. When you need to run ahead, this keeps them safe.

You use this command second only to the Cover Me command. It's especially useful for situations in which one character can perform a surgical action but more than one character would either get in the way or bring too much attention to the area. When scouting ahead with Hawk or lining up shots for Flint, for example, telling the rest of the team to Stand Ground is often the difference between a successful action and burning through a half-dozen medkits.

Stand Ground is rarely a bad command to issue. In most situations, you aren't under time pressure to accomplish your goal. If you've found a safe zone, keeping everyone there while you decide what to do next might not help you complete your goals, but it probably won't get anyone killed, either.

Other Commands

You can tell team members to go into special mode or use medkits as necessary. Generally speaking, a teammate uses a medkit if he or she is desperately low on health and one or two more good shots from enemy action would flatline them. You can command someone to heal, however, if his or her health is even faintly damaged. You don't need to do this often, but it's not a good thing for squad members with low health to walk into a serious fight. Better to order them to take care of the problem now than risk having to dig them a six-foot hole.

The special mode command is often useful in combat as well. For large battles, having Tex go into Berserker can clear you some space right away. Use Brutus's Spirit of Vengar to give him added strength in battle and help him target enemies. Flint's Advanced Targeting is a significant asset in large battles where she can snap off a dozen accurate shots and wipe out the same number of enemies. Hawk's Stealth is not as useful if you aren't actually commanding her, but it can get her out of nasty situations if she finds herself drawing too much fire.



Before a major fight, having Flint enter Advanced Targeting improves her accuracy and insures a few quick enemy deaths.

TIP – Tell Brutus to use Spirit of Vengar to heal himself if he is badly wounded and you are low on medkits.



Playing as a Team

Your four teammates aren't "extra lives" in any sense of the word. Losing a squadmate lasts only as long as the mission you are in (a new clone is reactivated for the next mission), but it has serious detrimental effects on your overall score. You're a lot better off with everyone alive. Massive pitched battles are easier when you keep three skilled people on your team rather than letting each character attempt to blast through on their own.

Remember, your team is much, much stronger than the sum of the individual members. As a team, you can do a lot more than you can as four operatives attempting to accomplish the same thing.

In a mission, you can take control of any team member at any time. While you are controlling one, the other three function according to their personalities. Tex tends to move forward and take on all comers; Brutus moves cautiously and looks to assist the others. Hawk scouts and calls for help when she spots enemies. Flint looks for targets of opportunity.

Don't hesitate to issue orders, even in the middle of a battle. If you find yourself in a situation that is suddenly much hairier than you thought it would be, take a moment to tell everyone to Fire at Will. When you issue commands, the game pauses the single-player to let you consider what you want to do, so you aren't putting yourself at risk. In fact, if you just need a second to think, start issuing an order, then cancel it. The game pauses, so you won't suddenly find yourself destroyed.



Tough enemy locations are best handled by a full team. Four solo attempts at this results in four solo failures.



Issuing orders in the middle of battle is simple, and often necessary.



CAUTION – The game unpauses while you decide where to send someone with the Move To command, so use this command with caution in battle.

Your teammates are there to support you regardless of which mission you are playing, so don't leave them behind. Let them do their jobs and back you up. Your team will score kills for you, making your whole path smoother and better. If you use the team as a team instead of as four individuals, your mission scores improve, and you have more success and more fun.



Brute Force is about commanding a team, not individual glory.

Welcome to the 23rd

Mission Briefing

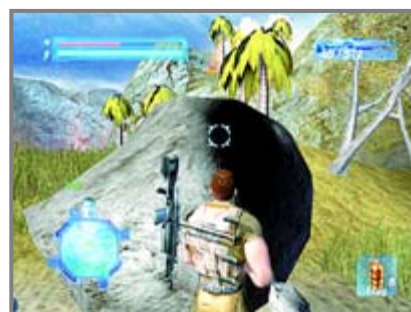
Before you begin your first mission, you get a quick briefing from Commander Bratton. He tells you that the Red Hand, a mercenary group, has been active on the planet Estuary. The Red Hand used to work for the Confederation, but they're on someone else's payroll now. Your job is to put a stop to their activities, by any means necessary. You're on your own, although Bratton promises help if you need it. Bratton watches the mission through your optical implants, so you have to trust him.



Commander Bratton fills Tex in on the mission ahead.



You drop in facing a large rock. Walk to the left of it—a drop on the right side hurts you. A pair of enemies appears below, in the distance. Move in and snuff them, then get their grenades and ammunition.



When you're ready, stand and toss a grenade. You need to angle it up and throw it as hard as you can. Pick up the grenades and medkits on the ground here.

TIP – If you're new to the game, walk around at the insertion point and get a feel for the controls before you set off.



You are alerted to an enemy on a cliff ahead of you. Bratton recommends a grenade to take him down. Charge up to the rock in front of you and crouch behind it.

Some nasty terrain follows. Walk carefully and avoid the fire pits. Knock off the two thugs firing at you as you cross. If you wish, exchange one of your MK-ASLTs for a Confed rifle.



CAUTION – Careful over the lava! Slip in and it's back to the start of the mission.



You come to a series of planted Sentry bombs. Move up and disarm the first one. Bratton suggests getting more, but you won't use them in the mission. One is all you need. When you have it, move on.

Beyond the mines is a small compound with several foes. If your health is down 25 percent or more, use a medkit now. Bratton recommends using your Berserker mode for this attack, and it's not a bad idea. Toss in a few grenades to shake up the bad guys, then charge in.



Watch for the guys coming from the hut and from the top of the distant platform. Stay with one enemy until you drop him, and keep moving to make yourself more difficult to hit.

The faster you drop enemies, the less damage you take. When you can, sneak into the building for more medkits, and make sure you examine all bodies for ammunition and grenades. Don't forget the platform—there's more up there.



Run past the compound. Bratton drops in some help. Tell your two new companions to follow, and lead on. A few more enemies lurk in the rocks ahead. When you spot them, tell the squad to fire at will.



Continue forward. You spot a crate ahead and to the right. As you near it, Bratton tells you to pick up the sniper rifle and use it to eliminate the base guards.



Drop one of your weapons and grab the L-Shot-50. Tell the squad to stay put and use the sniper rifle to plug the enemy near the crate in the distance.

TIP – Drop an MK-ASLT to pick up the L-Shot-50. When you're done with the sniper rifle, you can grab a new MK-ASLT from the body of the guy by the crate.

Move toward the guard you just dropped and watch for another near the distant gates. Plug him with the L-Shot-50, but keep at least two rounds in the gun.



On the catwalk over the gate is another guard. Hit him with the L-Shot-50. If you still have rounds left, knock out the last guard. Then exchange this weapon—which should be out of ammunition—for another one.





Approach the gate and wait for your squad to show up behind you. When they're in position, tell them to fire at will and open the gate. Using the area between the two gates as cover, blast a few defenders before rushing in.

TIP – The initial entrance to the base is a good place to use Berserker mode. Using both weapons cuts through a lot of enemies quickly.

CAUTION – In Berserker mode, Tex cannot throw grenades, reload weapons, or use medkits. Keep an eye on your ammo supply and health!



Resistance inside the base is heavy. Move to the walls in front of you and use them as cover. Enemies toss grenades at you, so be prepared to move quickly. Don't forget about your medkits if you take a lot of damage.

Once initial resistance is down, move past the walls. The door on your right opens, revealing another enemy. Waste him and investigate the building for some supplies and the DNA canister.



Continue hitting enemies as they appear, directing the squad to back you up from behind. Approach the building at the rear of the compound and throw in a few frag grenades.

This should eliminate all resistance. Enter the last building to complete your secondary objective, then move to the dust-off point.



Wrap-Up

The first mission gives you a good idea of how the game works and how to use the controls. It can seem a little complicated at first, but with practice you'll start moving and shooting naturally. Play through this mission several times, if you wish, to get more experience with the controls. The more comfortable you are before you move on, the better you do in the upcoming battles.



Rescue Brutus

Mission Briefing

The newest member of the Confederation is the planet Ferix, inhabited by rugged reptilian creatures called Ferals. The Ferals are a noble race who deals firmly with those who rebel against their order, casting them out.

In the past, these outcasts were left to die, but they have organized as a pack and now are killing Ferals. Worse, there is evidence of alien technology in the hands of the outcasts. You must help the Confederation allies move out of danger. Additionally, you are to rescue a Confederation-trained Feral named Brutus, who joins your squad.



Your mission is to rescue Brutus from capture.



The Mission

Chapter 1



You start at a drop-off point near a shuttlecraft waiting for Feral colonists. Your initial task is to find any remaining colonists in the area and bring them back to the ship safely. You get intel from this colonist.

Walk out and check with the guards standing by the ship. When you are ready, run down the ramps to the catwalk below.



Cross the bridge you come to and go left. Take another left and head down the next bridge. Again, don't worry about the closed door.



At the far end, you find a group of four colonists in a firefight with outcasts. Help them out by snuffing the two outcasts.



Move around the catwalk carefully. A couple of outcasts wait for you below. They go down quickly. Don't worry about the closed door on your right just yet.



Turn around. The door at the far end of the bridge has opened, and a pair of outcasts charges you.



You can let your new colonist friends handle this, but you're better equipped. Step out and nail these two, then cross the bridge. The colonists follow.

If you're wounded, check out the room the outcasts came from. Garo fruits restore a decent amount of health, so grab them if you need them.



Continue back toward where you started. The first closed door you passed has opened. It, too, harbors two outcasts.

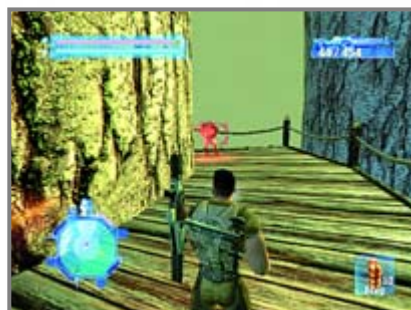


Go back up the ramp until the Confed personnel take over, shepherding the colonists into the dropship. You're on your own again, with four colonists' lives to your credit.

Go back to and enter the room where you met the colonists. Take the ramps to the top. Here you find an alien artifact. Bratton tells you to grab it. Do that, and fulfill one mission objective.



NOTE – Get more garo fruit if you need it on the ground floor of this room, and remember where it is in case you need to come back for it.



Step out and go left. Knock out the outcast around the bend before you cross the bridge to your right.

As you near the other side of the bridge, the door blows open and some outcasts come out. Mow them down and step forward.



TIP – Toss in a few grenades before charging to damage or kill the outcasts inside.



Step up and look down the slope. Exchange your MK-ASLT for the minigun outside the door. Use it to eliminate the outcasts below you.



Continue down the slope to the bottom, destroying everything that appears in your path.

Go right outside and follow the catwalk to the next door. This is the top of the room in which Brutus is imprisoned.



Three or four nasties are below you. Toss down a grenade or two, then hit the ramp. At the bottom, destroy anything that moves.



When all resistance is gone, walk to the crate to gain the services of Brutus. He very much likes the idea of joining your squad, and asks you to help him avenge his clan.

Chapter 2

Cross the bridge and go right. Peg the outcasts in the room on your left, then step inside.



Watch out for outcasts behind you as you move into this room. If you tell Brutus to fire at will, he splats this outcast for you.



Walk to the back of the room and blast open the door. On the other side, you find the DNA canister for the Feral colonist.

Go back the way you came in and up the ramp to your left. Many outcasts are in the room above you, so be prepared to mow them down. Get the ammunition and garo fruit before heading across the bridge.

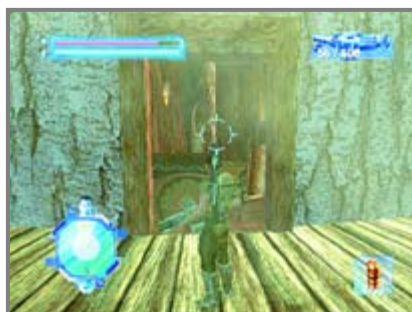


When you cross the bridge, you come under attack. One outcast is on your left and two are inside this room. Silence all three.



TIP – Behind the crates in this room are medkits. Pick them up before you leave.

Continue along the ramp until you come to another door. Shoot through the barricade and the outcast inside, then collect any useful items.



Continue around the catwalk to the end and swat the outcast hiding behind the logs.



A pair of outcasts jump onto the long bridge. Cut them apart and continue across the bridge to the far side.

The door at the end opens and you come under immediate attack. Hit everything outside the door, then move up. Toss in a few grenades to help clear out the enemies.



Step up carefully, because there are enemies everywhere, including the ramp to your left. You want as many outcasts dead as possible before you step into the room.

Once you set foot inside the room, an outcast shaman appears. Let him make his speech, and make sure your minigun has a full magazine.



Tell Brutus to fire at will and move in yourself. Nail everything that thinks about moving, especially the dangerous shaman.



Once all the outcasts are dead, walk to the top of the ramp and outside to your dust-off point.

Wrap-Up

This mission is quite a bit more difficult than the introductory mission, but it isn't really that hard. It differs from the first mission in a couple of ways. The biggest difference is not the addition of Brutus (you did have the extra units at the end of the first mission). This mission differs from the last in the proximity and location of enemies. You have a lot of close-in fighting this time, and your enemies attack from different angles. Keep your eyes open and be prepared to move quickly.

Cemetery Gates

Mission Briefing

A Confed courier chopper has sent a distress signal from Caspian. The call came from a refueling station manned by former colonists. The colonists have mutated extensively, and are no longer considered friendly or even human. Assume that all mutants are hostile. Find the chopper and, most important, bring back the briefcase the courier was transferring.



Tex and Brutus are filled in on their next mission.



The Mission



The squad starts at the back of a mutant shanty. Walk forward and keep your eyes open for enemies in the distance. None of these buildings contains anything useful.

On the other side of the shanty, you run into resistance. Swat all the mutants and continue straight ahead.



You come to a ledge overlooking a pool of ooze. Drop the mutants, then run across to the far side. More enemies are coming, so be ready.



CAUTION – Don't stand and fight on the pipe! Your maneuverability is drastically reduced here, and it's easy to misstep and fall into the goo below.



Cover your partner as he crosses the pipe. The mutant presence here is strong, so keep your weapon at the ready.

Drop to the lower ground and walk toward the gate. Toss over a grenade or two, then open the door to reveal the terrain beyond. Watch for more nasties.



TIP – Check the shanties for some useful items, especially ammunition for the RV650.



As you round a slight bend to the right, you see a massive explosion.



The mutants have tampered too much with the chopper. You can't recover much from the crash, but the mutants also can't use it against you.

Head through the opening at left, dusting the mutants on the right as you pass through. Turn left to see another part of the shanty.

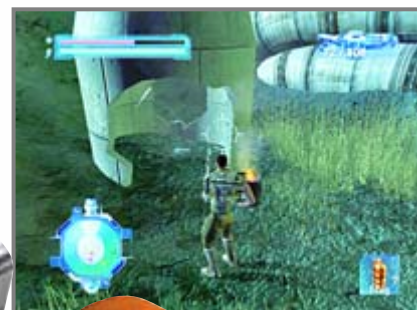


TIP – Get the drop on the mutant ambush by climbing the small hill on the right and firing down on them.



This is a crowded slum. Take your time picking your way through. Check the higher ground frequently for mutant snipers.

Most of these shanties contain valuable items. Collect ammunition and medkits before moving on.





Danger lurks around every corner, so walk and keep your partner guarding your flank. When the area is clear, walk forward and around the corner to the left.



There's another gate here, and also three mutants on high ground sniping at you. Slaughter them before opening the gate.

Go under the pipe and look left. Split the mutant on the hill. Go up to where the mutant was.



NOTE - On the hill immediately to the right inside the gate is another medkit.



Hit the mutants on your left on the high ground, then turn back to the right. More mutants come from this area. Go up the hill.



Target the large fuel container and blow it up, taking a few scumbags with it and clearing out the next area.

Move toward the distant platform. The area is crawling with brain-eating dirtbags, so don't hold back on the firepower.



Explore the platform for ammunition, then turn your attention to the large tower. Swat the mutant on top and any creeping toward you along the ground. When you are done, walk over to the tower.



The area has a few fuel pipes. It's a good idea to shoot them so the mutants can't hit them and injure or kill your squad inadvertently. Even better, explode them when mutants are near them.

Climb the high ground opposite the fuel tower. The DNA canister is inside one of the shanties here.





Past the broken wall, the terrain falls away. Brutus recommends that one person stay high. It's a good idea. Tell Brutus to stay put.



Walk past the pipes and look down, shooting anything that moves. When it goes quiet, cross the pipe. Switch your control to Brutus and tell Tex to stay where he is.

Use the Spirit of Vengar ability to highlight the mutants in the fog. Run up to and slaughter everything you see until the ability runs out, then retreat back to the slope.



Switch back to Tex while Brutus's ability recharges. Walk until you find a large rock to hide behind. You won't see much in the way of enemies, but take your time. The Spirit of Vengar takes time to charge up.

TIP – You don't have to worry about the mutants in the fog if you don't want to. You can instead have Tex cross the pipe and move along the left high ground while Brutus sticks to the right. Clear out the mutants in front of you, ignoring everything on the ground. You take some shots from below, but you can get through without too much damage.



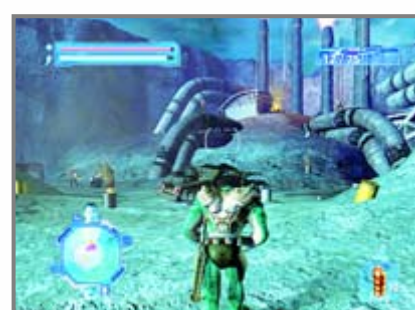
Switch back to Brutus and charge back into the fog. Use the Spirit of Vengar ability again and attack the mutants in the fog, retreating when the power wears off.

Again, switch back to Tex and cross the pipe ahead of you to find a few more mutants on high ground.



When Tex runs out of high ground, Bratton contacts you. This is the mutant camp. The briefcase you're looking for is in here somewhere, guarded by a large group of mutants.

Switch back to Brutus and run up to the ramp leading into the mutant camp. Tell Tex to follow behind and charge in.



Mutants are everywhere here. Use your grenades, even if you're low on them. Watch your flanks for attacking mutants.



Before you go looking for the briefcase, get rid of every mutant you see. The briefcase is guarded, and any resistance you can eliminate makes claiming it easier.

From the entrance to the camp, go left under the pipe and up the hill. Mutants charge you. Be ready for them.



As you approach the building, more mutants charge you. These are dangerous Molotov mutants. Back up and shoot them from a distance so you aren't caught in the fiery blast.



On the table in the back of the hut are the briefcase and a pair of medkits. Bratton tells you the extraction point is nearby.



You have to fight to get to it, however. Cross the bridge, blasting anything that moves.



You come to another industrial area littered with mutant scum. Shoot everything, including the pipes, to destroy the mutant horde.



Mutants even await on the platform with the Farcasting point. Drill them from a distance. This should put you in the clear. If you were careful and accurate, you have slaughtered the entire mutant population.



Run up the ramp with Tex behind you and head to your dust-off point.



Another mission successfully completed. Nice work!

Wrap-Up

This is your first full mission with both Tex and Brutus. These are your two strongest characters, and perfect for a mission like this—there isn't a lot of subtlety here. The key to success is getting both characters to the foggy area near the end, and to do that you must be willing to split them up and switch back and forth between them. With Tex on the high ground and Brutus making use of his Spirit of Vengar ability in the fog, clearing out the entire mutant population should be quick, painless, and fun. The other critical thing to remember is to shoot the fuel pipes. If you don't destroy them first, stray mutant shots can explode them and seriously wound or kill your agents.

Hunting for Shadoon

Mission Briefing

Osiris is a moon orbiting the planet Caspian. On it lives a cult of telepaths and seers called the Sword of Shadoon. The main group of seers is peaceful and allied with the Confederation, but a splinter cult has gone rogue and apparently worships a supreme seer named Shadoon. The alien technology found on Ferix has been traced to Shadoon's cult. The Confederation is interested and has



Another day, another mission for Tex and Brutus.

persuaded a seer to infiltrate the cult. He missed his rendezvous. Your job is to go get him.

Assisting you on this mission is the newest member of your team: Hawk. Hawk's specialty is scouting, and she's the best in the Confederation. The initial meeting between Hawk and Tex is a bit icy, but the two must learn to work as a team if they are both going to survive.



Hawk is all about business, which doesn't sit well with Tex.

The Mission

Chapter 1



Osiris is a volcanic moon with lava pits everywhere and a constant rain of debris. Visibility isn't affected, but the debris can make it difficult to see where shots are coming from.

Switch control to Hawk and take out the L-Shot-50. Tell Brutus and Tex to stay back, and walk up to the stone archway.



Spot forward and peg the seer praying in the distance. Another is on the ramp behind him.

Use your Stealth mode and take out the power blade. Run up and slice this seer, then turn off the Stealth. Tell Brutus and Tex to follow.



Enter the hut at the top of the ramp. Brutus uses the Farcasting technology to warp in some ammunition for you. Collect it, then go down the ramp.

Walk forward under the cables and up the slight rise. If you use the scope on the L-Shot-50, you can see a small tower in the distance.



Switch to Hawk's pistol and target the tower. Shoot it until it blows up. These small towers or pylons are teleportation devices for the seers. Unless you destroy the pylons, additional enemies can and do warp in.



Shortly after you destroy the pylon, a few seers appear. Mow them down, then go the rest of the way up the short hill. Make sure that Tex and Brutus are still behind you.

Walk around the bend to the left and look left. Two more teleportation pylons are in the distance. Destroy them.



An enemy appears on the ramp to your right. Drop him, tell Tex and Brutus to stay put, and charge up the ramp.



Run to the end of the ledge. Another pylon is on the ground below. Destroy it and the seers around it, then run back to join your team.

Once again, get the team to follow. Run up to the pylons you just destroyed. Watch out for seers who have moved in during your absence.



Step into the hut to the left to receive more supplies. This time, at least, you get a medkit.



Leave the hut and follow the path ahead of you. Around a bend to the left, you find another pylon. Destroy it before anything can warp in.

Step forward to glimpse a strange prayer ceremony around the corner. Be ready for action.



You come under attack almost immediately. The LZR-10 is a better weapon choice initially, because the seers are moving too quickly for you to get a good bead on them with the sniper rifle.



Hit the priest in the back with the sniper rifle. He is very powerful, so take him down as quickly as possible.

Climb the hill next to the destroyed pylon. Follow the path to the right.



The path ends in a teleporter. There's no way to know if it's safe except to step on it. Switch over to Tex, tell everyone to follow, and step on the teleporter.

The teleporter works! Shoot through the seers on the other side and destroy the pylons as quickly as possible to stop more from warping in.



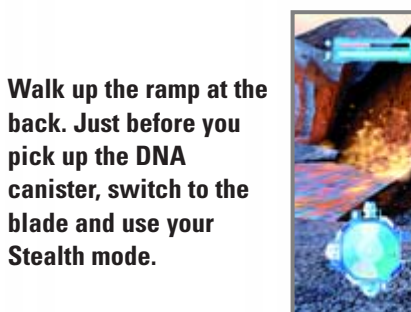
Continue forward, slicing up seers and destroying the two pylons you come to. Stop by the next teleporter.



Switch back to Hawk and tell Brutus and Tex to stay put. Cross the bridge and get supplies from the hut.



Walk down the path outside the hut, leaving Tex and Brutus behind. Two pairs of seers in front of you shouldn't pose much problem.



Walk up the ramp at the back. Just before you pick up the DNA canister, switch to the blade and use your Stealth mode.



When you pick up the canister, two seer priests warp in. Slice them up with your blade and get the psychic rubies to heal yourself. Rejoin Tex and Brutus.





Switch control back to Tex, tell the others to tag along, and walk through the teleporter. Don't worry—it's calm on the other side.

As soon as the others come through, tell them to dig in. Investigate the peninsulas to your right for some supplies.



Walk over to the sealed prison sphere. Arm yourself with the LZR-50 and shoot the button to open the sphere. Unfortunately, the spy is no longer inside.



You have a few seconds to act before anything happens. Order Hawk and Brutus to fire at will and switch into Berserker mode.

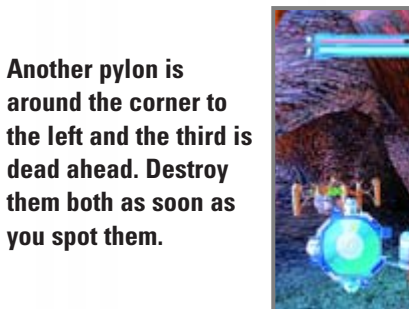
You come under attack by fire hounds and seers. The fire hounds are a bigger threat because they are much closer and hit a lot harder. Deal with them first.



TIP – As soon as the attack is over, switch out of Berserker mode. You may want it again soon.



Cross the bridge. You come under fire from the left as you do. Destroy the pylon before you get too far across the bridge to keep this fight from getting too intense.



Another pylon is around the corner to the left and the third is dead ahead. Destroy them both as soon as you spot them.



Walk up to the next teleporter and step through. This ends the first part of the mission.

Chapter 2

Bratton has sent in some backup to help you clear out the seers. You start in the middle of a firefight.





Tell Hawk and Brutus to fire at will while you concentrate on the pylons to prevent more seers from warping in.



Walk forward and around to the left. As you do, you come under fire and hear a ship take off. Bratton tells you to investigate.

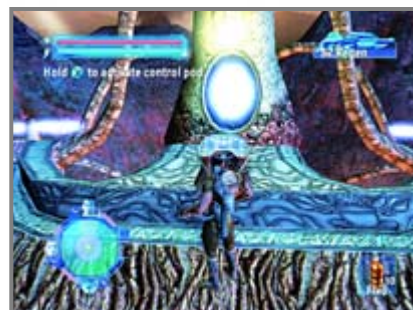
Continue down the path, slaughtering all resistance until you see a distant platform—the shipyard.



Walk forward, taking out seers and any pylons you spot. When you are ready, step into the doorway to warp to the top of the platform.



At the top are a single seer and three pylons. Tell Brutus and Hawk to fire at will and destroy the pylons yourself.



Walk to where the seer was and access the console. This opens the next teleporter.

Walk back through the teleporter to the ground and go up the slope to your left. Snuff the seers and check out the hut for more supplies. You need them.



Walk forward into the teleporter, making sure the rest of the team comes with you.



You draw fire immediately on the other side. Retaliate in force.

You have plenty of seer priests to worry about, but no pylons. Keep moving and shooting until all your foes are gone.





Once all the enemies are cooling, the prison pod opens and the captured seer appears. He tells you a little bit about what has been going on.

Chapter 3



You have no time to waste. Your job is to protect the seer, and he starts running immediately. Keep ahead of him.

NOTE – Although you're charged with protecting the seer, you don't have any control over his actions. You just have to keep up, shoot accurately, and make sure he doesn't take too much damage.

You come to a dead end, but the seer creates a bridge for you. Take off so that you can keep in front of him. He must be kept safe at all costs.



You won't have to wait long for battle. At the top of a rise, the land opens, and it's filled with nasties. Start shooting, and don't neglect those pylons.



The enemy seems endless, but if you keep moving and shooting, you get them all.

You don't have much time, but duck into the hut for additional supplies if you can.



It gets nastier around the next corner, where you find more seers and some fire hounds to deal with. Again, the fire hounds are the bigger problem.



Look left when you step up to the next bridge—a group of fire hounds emerges from the lava to attack.





Continue forward, fighting through a few more seers ahead. Move toward the hut in the distance.

The seer runs inside and is Farcasted away. Your protection job is over. Step into the hut yourself for some supplies.



TIP – If you want some added attack punch, pick up the iKhan GPL in the hut.



Unfortunately, the mission itself is not over. You need to investigate the spire to find out about the technology the spy spoke of. Leave the hut and go up the slope.

You're looking over a wide-open area with plenty of enemies to fire on. Start shooting.



When most of the enemies are gone, switch to Hawk and use the L-Shot-50 to destroy the pylon on the right. This is where most of the priests are coming from.

Run back to the hut where the seer disappeared and you got supplies, and take the path on the right. This takes you to the area you were just overlooking.



There are more enemies here because there are more pylons. Tell the team to fire at will and wipe out the pylons yourself. Step into the hut when the area is clear.



Go up the ramp at the back of the area to the next teleporter.



On the other side, more seers attack almost immediately.



Walk around the path, following the curve.

Move around and destroy the pylons as quickly as you can. If you are very fast, you can prevent any additional foes from warping in.



As you emerge completely from around the corner, Shadoon speaks to you. Fire hounds and a priest or two attack. Don't forget about the pylon to the left. When you are done, approach Shadoon, and he vanishes.

Go up the path past the place where Shadoon appeared. This area is littered with foes, both seers and fire hounds. More are on a platform to the right.



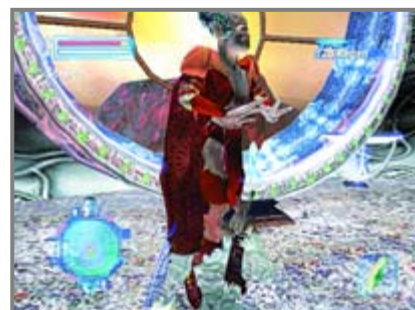
Again, don't forget the pylons! If you leave them, you take a lot more fire than you have to.



At the top of the slope is the entrance to the spire you are to investigate. Switch to Hawk and get her blade ready.



Activate Stealth mode and step in, telling Tex and Brutus to stay back. At the top, you spot an enemy.



Use the blade to wipe him out. This shouldn't take too long.



Once the enemies are roasted, pick up the technology the spy mentioned. Bratton is extremely pleased with you and warps you out immediately.

Wrap-Up

This is a long mission, which makes it more trying than the first three. Three chapters are filled with difficult enemies and bodies that don't leave supplies, so it's easy to run out of ammunition or medkits if you aren't careful. Patience is the most critical factor for making it through with your whole team intact. If you rush in just because you want to move on, someone gets killed. You can pull the mission off if you lose Brutus or Tex, but it is much more difficult if Hawk is killed. Protect her as much as possible, and give her a medkit if you even think she might not last much longer.

Terrorist Ghetto

Mission Briefing

The Confederation scientists are still analyzing the item you captured on Osiris. In the meantime, another situation is developing. The Red Hand on Estuary has been linked to the criminal underworld on Caspian. It appears that the mercenaries are translating ancient hieroglyphics and transmitting them to Caspian. The reason is unknown and, at the moment, unimportant. Your task is to shut down the communications, block any means of escape, and deal with the Red Hand.



The team prepares for another mission.



The Mission

You begin on a beach. Tell Hawk and Brutus to stay put and walk forward. A pair of mercenaries walks down the path toward you. Toss a grenade and follow up with gunfire, then head up the path.



Farther up, you discover a collection of four Sentry bombs. Disable them and grab them.

TIP – One more mercenary may attack as you defuse the bombs. Handle him when you can, but get all four bombs.

Run back to the starting position and switch control to Hawk. Tell Tex to stay by Brutus. Go up the now-cleared path and silence the guards at the top.



From this vantage point, Hawk can take down about half a dozen Red Hand members on the distant ledge with the L-Shot-50. Do this to clear the path for later.



When you can find no more targets, return to join Tex and Brutus. Tell them to follow you. Switch control to Brutus and tell the others to follow.



Walk toward your first nav point. As you come around a corner, you see a large helicopter.

Toss in a couple of frag grenades to destroy the vehicle. Stay back from the blast. Now the Red Hand has no way to escape.



Walk up to where the helicopter was and turn left. A few mercenaries attack from over the hill.



Go over the hill and up the path. As you cross the hill, another group of mercenaries attacks.



At the top of the hill, you find the large complex Hawk was shooting at earlier. Swat the guard and approach slowly. Switch to the Bower 20.

Walk to the courtyard entrance. Some mutants are here—not what anyone expected. Shoot them full of holes.



At the top of the distant structure is a nasty turret. Pull back out of range and tell Tex and Hawk to stay put.

Return and enter the courtyard. Go down the ramp to your left to the lower ground and around the corner to your right. Split both mutants here.



On the wall here is a control panel. Use the Move To command to bring Hawk and Tex down here, and tell Hawk to access the machine.



While Hawk rigs the turret to attack the Red Hand, run around the edges of this area to the far side. Two more mutants are in the back.

TIP – Or, control Hawk when running the bypass, reprogram the turret, and it won't fire at your team.

TIP – Search around in this lower area to collect a large number of medkits, which you may need in the areas ahead.



Call over Tex and Hawk and have them follow you up this ramp. Move quickly to avoid being targeted by the turret.

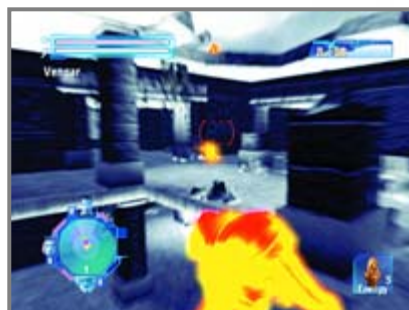
Run up to the structure, slaughtering any more mutants and Red Hand members in the area.



At the base of the building, look up. Destroy the turret.



Tell Hawk and Tex to stand their ground and walk inside the structure. Veer right to an opening in the wall that leads to a ramp.



Fight through the mercenaries. This is an excellent time to use the Spirit of Vengar ability. Go right and up the next ramp to the outside. Remove a couple more mercenaries here. This should be the last of the enemies.

While you are up here, destroy the radio antenna. Grenades are a good way to do this.



Go back down one level and look for the control room. Get the DNA canister, then destroy the controls with another grenade.



Leave the building. The extraction point is near where you left Hawk and Tex.

Wrap-Up

After the last mission, this one is almost refreshing in its simplicity. You can charge straight in from the beginning, but using Hawk to eliminate the Red Hand snipers makes your movement through the large open space below the ancient structure much easier. The only really difficulty is dealing with the turret. If you use the low ground to avoid being spotted, you shouldn't take too much damage from it. You can bring Tex and Hawk into the structure with you, but this puts them at risk when you destroy the radio antenna and controls. It's best to leave them outside.

Lonesome Death of Edward Kingman

Mission Briefing

It's time to go take a look at what is happening on Caspian. A man named Edward Kingman has made a fortune, and has used this money to augment himself to the point where he is no longer human. Kingman has been funding the Red Hand and is moving a shipment of cash and illegal weapons to Caspian. He must be eliminated. If you can take him out on Caspian, bandits in one of the planet's



Hawk questions the nature of the mission. Assassination doesn't sit well with her.

many lawless areas will get the blame. Kingman's guards are augmented Caspian militia, who are much tougher than ordinary humans.

This mission marks the entrance of your newest team member, Flint. Flint, a synthetic, is the pre-eminent sniper in the Confederation. When your team drops on Caspian, she approaches and demonstrates her extraordinary skills. You need her in the mission ahead.



Flint shows off her sniping skills, much to the detriment of a passing mutant.

NOTE – Check all huts in this mission for goodies! The two up on the left at the start hold two medkits apiece.

The Mission

Chapter 1

The mission begins at the back of a mutant slum area. Walk forward, bringing the rest of the crew with you. The mutants are Kingman's workers, reduced to this physical state by years of working around dangerous chemicals. They also like eating human flesh.



Walk past the broken walls and destroy the mutants. There are several here, but they prove not to be too tough to eliminate.



Continue walking through the slum. More mutants run out from their shanties, right into the path of your ordnance. You come to a junction where you can continue through the slum or drop to lower ground. Stop here and switch to Flint.



Step around the building and plug the mutant in the distance. Tell the rest of the squad to stand its ground.



Look down. A Sentry bomb is planted under the pipes. Shoot it; it's suicide to send Tex down to remove the device.



Switch to Brutus, leaving everyone at the junction. Move through the shanty, eliminating anything that moves. You shouldn't find anything until you round the bend to the right.

TIP – You pass a ramp to your right near the start of this section. Ignore it for now.

Come around the corner and destroy the oil lines, taking out nearby mutants in the blast. Move straight ahead, nailing the next four mutants. Stay clear of the ledge to your left and stop at a ramp on your right. This is the ramp you passed earlier.



Switch to Flint and tell Brutus to stand there. Move into the slum and up the ramp to join Brutus. With the sniper rifle, look down to the ground below and ventilate some heads.



Switch control to Hawk and get her blade ready. Use Stealth mode and run down under the pipe, slaying the mutants on either side.



Run into the clearing ahead. You are now where Flint was sniping, so the area should be clear of foes. Call in the rest of the team.



Run up the hill to the right and look left to a long, narrow causeway. Switch to Flint.



Look ahead with the sniper rifle scope to see mutants and Sentry bombs in the distance. Dust the mutants.



Step out onto the causeway, looking left. Four more mutants wait to ambush you, but they shouldn't pose a problem.

Switch to Tex and tell everyone to stand. Move up and defuse the Sentry bombs. When all the Sentries are defused, bring in the rest of the team and go around the corner to the right. Blast through the mutant scum.





At the top of the hill, Bratton tells you to keep moving in. You've made it past the first mutant slum.

Chapter 2



Mutants are nearby when this part of the mission starts. Flush them out with grenades, then mow them down as they attack.

Walk up slowly, eliminating resistance. When you get to the end of the pipe to your right, switch to Hawk. Tell the team to stay put.



Use Stealth mode and slay a few mutants. There are more than you can get with an initial attack, so blade as many as you can before retreating.



Wait for Hawk's Stealth mode to charge again, then return to the low ground. Again, slay anything you come across.

CAUTION – A few mutants are ahead and to the left of where your team is waiting. Be ready for them, and destroy them before continuing.

When the area is cleared, call in the team. Move out under the pipes, watching for additional contacts. It won't take long to attract a crowd of nasties. Hit them with everything you have, pulling back if necessary.



Climb the hill on the right and take out the mutant. Collect the items, then look down the path ahead of you. You may wish to switch to Flint here.

NOTE – Shoot the warped walls in this area to gain access to a secret area where the mutants have a stash of bio ammo and frag grenades.

Ahead of you is a bridge lined with Sentry bombs. Shoot them one at a time, and keep the rest of the team back. This area is hairy.



Step out onto the bridge and look down it. The area is crawling with mutants. Knock them down, then destroy the rest of the Sentry bombs. When you are done, step back into cover.





Switch to Hawk and tell Flint to stay. Run down the bridge and activate Stealth mode as you pass the ruined car. On the far end, look left and toss a frag grenade into the mutants, then retreat.



Switch to Brutus. Leave the squad where it is and run to the left. Knock out the mutants who attack and clean out all the ammunition and medkits.

Switch back to Flint and peg anything that charges as a result of Hawk's attack.



CAUTION – Explore the shanties with caution. Some are booby-trapped with Sentry bombs.

NOTE – Behind another of the warped looking walls in this area there is a hidden bio rifle, which will make the showdown with Kingman much easier, especially in Hawk's capable hands.



Back to Hawk again. Run the same maneuver, this time looking right. Retreat when you must and go back to Flint.

Go back to your squad and order them to follow. Run through the shanty to the hill on your left. More mutants pour over the top. Drill them.



Cross the bridge. Look left and have Flint guard this area. Switch back again to Hawk, and this time bring Brutus and Tex with you. Tell them to wait once you've crossed the bridge.

CAUTION – When you return from clearing out the distant slum, going straight is dangerous. This path leads to a military installation, where you'd be shredded in seconds.

Use Stealth mode again and run to the right. Split a few mutants and retreat. The mutants attack, so pull back to where the rest of your squad can cover you. Retaliate and destroy them all.



Run up the hill and through the shantytown. Go all the way to the back and drop through the broken wall section.

Chapter 3



You are close to Kingman now. Take control of Hawk and leave the team behind. Walk up the hill ahead.

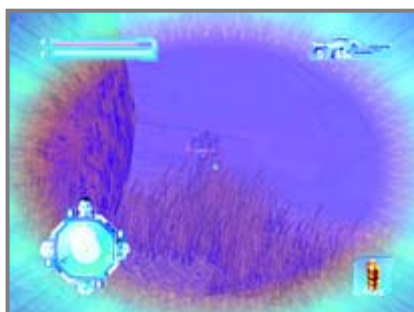


Use Stealth mode as you crest the hill. Look around for enemies and drop some Sentry bombs. Take a potshot at someone to alert the enemy. This brings in the cavalry.

Retreat! Run all the way back to the rest of the squad and switch to Flint. The Sentry bombs take out a few enemies, but more come.



Snap off a few shots, plugging the militia who are looking for you. Keep it up until the area is clear.



Still as Flint, run to the top of the hill and continue smacking the militia.

Take Hawk and run her up the hill. Instead of going to the top, however, follow the path to the right all the way to the end. Slay the sniper here, then call Flint to join you.



From this vantage point, switch to Flint and score a couple of headshots. Hawk takes care of anyone who sneaks up behind you.

When you are out of targets, run back to where you had Hawk drop the Sentry bombs. Call everyone in and move in slowly.



Check out the building to the left to find the DNA canister.



Leave the building and go left to the sandbag bunkers. Use the sniper rifle to look down and snap off shots at targets of opportunity.

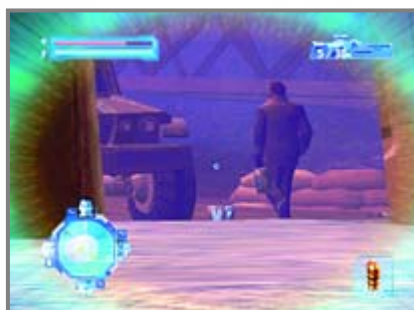


Look under the pipes to the left to spot Kingman's hideout. That's where you need to go next.

When you're out of targets again, turn around and run past the building where you found the DNA. Keep going, slaughtering as you go, and stop when you reach the Sentry bombs.



Shoot the bombs, then continue down the path. When it opens up, you are just outside Kingman's area. Step out carefully and use the scope to look for him.



The area is heavily guarded. Keep everyone back, or you're in way over your head.

You can check the area ahead and get in a few swipes at Kingman by using Hawk's Stealth mode. It's risky, though. If the Stealth runs out, she's a sitting duck.



Rely on Flint's precision shooting to nail Kingman. When he goes down, the mission is almost over.

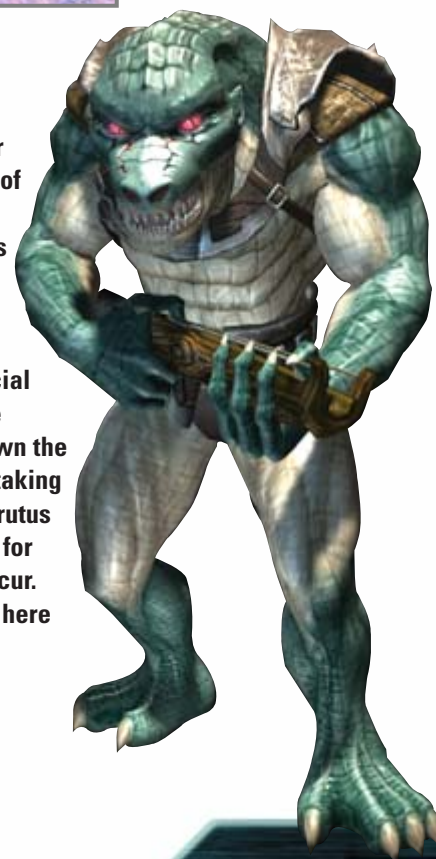
If any militia remains, you're asked to clear them out. Don't forget to run to Kingman's body and collect the briefcase.



The extraction point is just behind the bulk of the team. Jump in to say goodbye to this mission forever.

Wrap-Up

Once again, this mission proves the need for all your teammates and the benefit of taking it slow and easy. Each chapter has situations where running forward, guns blazing, gets the whole team wasted. By careful use of Hawk's special abilities and Flint's precise shooting, you can wear down the enemy resistance without taking a lot of damage yourself. Brutus and Tex are needed simply for the firefights when they occur. Spend almost all your time here with Flint and Hawk.



Ship Graveyard

Mission Briefing

With the situation on Caspian under control, Bratton sends the squad back to Ferix. A Confed transport vessel was shot down by outcasts. Your job is to locate the ship and secure the area. There's nothing fancy about this mission — no one to guard and no one specific to eliminate. Just find the ship and clear the area of outcasts so a salvage team can come in and claim the wreck.



This mission is a homecoming of sorts for Brutus. He gets to do his favorite thing in the world: shoot outcasts.



The Mission

Chapter 1



Unlike your last visit to Ferix, you aren't in the trees. You have to deal with the outcasts on the ground, where their coloration helps them blend in.

Walk forward, staying to the right. As you approach the large tree, a pair of outcasts attacks.



Walk toward the hut, and look right when you can. Two outcasts in the trees are waiting to snipe you. Get the drop on them and snipe them first.



Go up the ramp and into the hut, collecting anything you need. If anyone is wounded, select them and let them eat garo fruit for a little health.



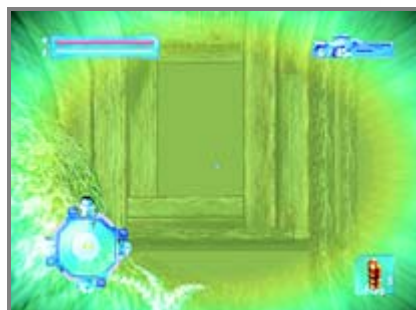
TIP – Don't worry about any approaching outcasts. While you're in the hut, the rest of the team shoots anything that attacks.



Switch to Flint and use her for the bulk of the mission. Continue forward, slaying foes, until you see a hut in the distance. Nail the creep inside.



Descend the ramp and continue forward. When you spot the next house, zoom in and ventilate the outcast's head as well as that of the one on the ground.



As you approach this house, you see another to the left. Aim and fire, clearing the path for the rest of the team. More outcasts charge after you shoot.

NOTE – Your secondary objective on this mission is to enter all the outcast dwellings. Pop inside each one you come to.

Move to the next house. A bridge leads to the right. Stay here for a moment and shoot anything that crosses. The outcasts attack in force here, so be prepared.



Cross the bridge and veer right. In the distance, three outcasts guard another house. Nail them all and move in.

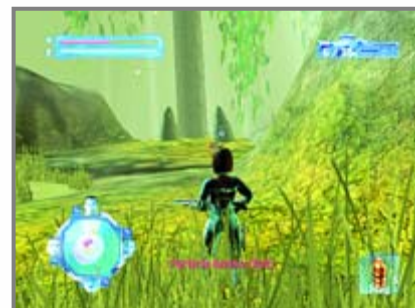


As you approach this set of structures, more outcasts attack. Move in with your team and slice them up.

As you move forward from here, you start drawing fire from the right. Quickly retaliate and continue toward your next nav point.



A few outcasts in the water ahead of you spring an ambush. Turn and fire, or let your team handle it. The outcasts with the Sweeper V's in the distance are a bigger problem.



Move to the next house, then left. Outcasts attack from over the hill. Hang back and pepper them as they approach.

Just beyond this ambush, more outcasts wait on tree branches to snipe at you. Hit them before they spot you.



When you walk under these branches, a pair of outcasts leaps out of the water. Switch to your Saryl-23 to deal with them more effectively.



The house in front of you has a couple of guards. Nail them, then turn your attention left, to the nearby buildings.



After enough of them are dead, the outcasts open the gate, and a few more charge out. Snuff them and run forward.



Expect another ambush when you enter the water near this structure. Swat the outcasts, then use the sniper rifle scope to scan the distant trees.



More outcasts ambush you as you approach the gate. Use the scope to scout ahead into the compound.

Move under the branches to the next house. Again, you're ambushed as you approach. Move in when your foes have been felled, and look to the left.



Outcasts attack when you step inside. Slay them all, and move in slowly—this area can be confusing.



Start walking again. To your right is a huge fence. Snipe at the guards and clear the way in.

Make your way through the structures. More outcasts charge in from over the hill. Order the team to spread out to avoid taking too much damage from their Sweeper V's.



Alerted to your presence, the outcasts attack in force. Take pains to eliminate the shamans first—they carry Sweeper V's and can devastate your squad.



Go up over the hill and nail the last few outcasts. Two more jump from the water in front of you, but at this point they shouldn't be a problem.



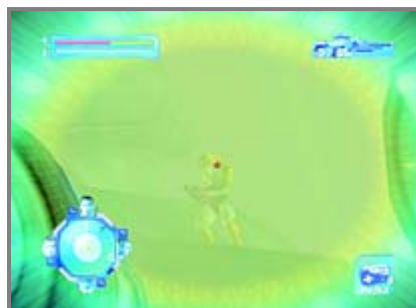
You've found the ship, but the outcasts have moved the supplies. Bratton tells you he'll Farcast you to the outcasts' munitions base, which you must secure.

Chapter 2

This time, you don't have nav points to guide you. To complete this part of the mission, you have to cleanse the entire area of outcasts.



Step up to the fence and peek through. Scan the area and shoot at anyone you see.



Move in and keep scanning. You spot outcasts on everything and everywhere; be quick on the trigger to pin them back.

Move toward the structure ahead of you. You're constantly under attack, so stay alert.



Watch out for an attack from behind as you near the building. Walk around to the right and let the doors open. Snuff the enemies inside—grenades work well.

Step out and look left. Two more outcasts are to the left of this broken machinery. Peg the one carrying a Sweeper V first.



Run behind the building and toward a gap in the fence at right. By now, you should have eliminated everything in the first part of this area.



The path is guarded by two Sentry bombs. Shoot one to destroy them all.

Step in slowly, looking for targets of opportunity. When you spot one, don't hesitate.





Move to the platform in the back—a nice, high spot for a couple of good shots. Take them, return to the ground, and move on.



Walk to the back corner by the platform and up the hill. At the top of the hill, use the double magnification on the sniper rifle and drill an outcast on the distant platform and one on the ground.

Switch to the Saryl-23 and step into the water. As you near the far end, two outcasts attack. Two more jump up just as you leave the water.



Climb the platform and look at the building across from you to see movement. Shoot out the windows, then zip the outcasts inside.

Step down and look in the small building nearby, which contains one more outcast and the DNA canister. If you were diligent, this should be the last of the level's enemies. If not, keep scouring.

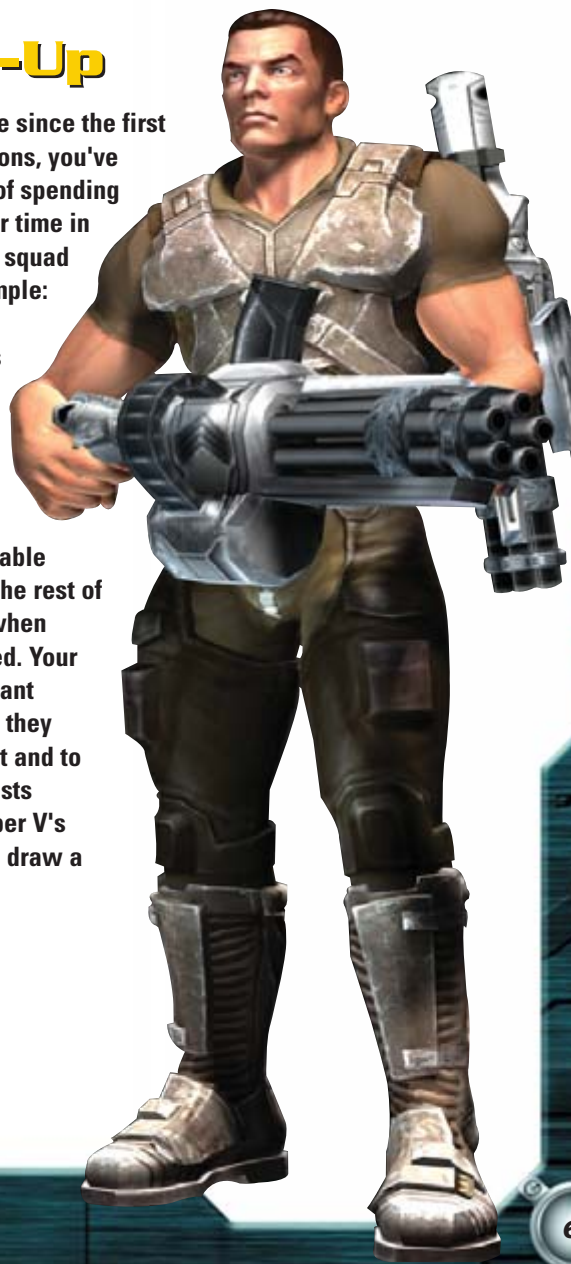


The dust-off point is behind you. Step to it and get off Ferix.

TIP – Step inside the small shanty near the last building with the DNA canister to complete your secondary objective.

Wrap-Up

For the first time since the first couple of missions, you've had the luxury of spending virtually all your time in the body of one squad member. It's simple: Flint's ability to spot enemies is better than that of the rest of the team. Use it to your advantage in such unfavorable terrain, letting the rest of the team help when you're ambushed. Your job is to hit distant enemies before they become a threat and to eliminate outcasts carrying Sweeper V's before they can draw a bead on you.



Return to Osiris

Mission Briefing

The Sword of Shadoon colony is still blocking surveillance, using a Dispersion Wave Transmitter. It's guarded by the strongest minds in the cult, which means they know you're coming. Tex would like Flint and Hawk to stay back, but Bratton insists that the entire squad go. Prepare for a tough battle.

The Mission

Chapter 1



Osiris looks about the same. As you move through this mission, you can hear Shadoon speaking to his minions.

Move out, heading left. Nail a few seers and seer priests in your way. Don't forget about the pylons; destroying them is a priority.



Don't worry about following the nav point; there's only one path to follow. A Seer Priest will pop up. Greet him with heavy ordnance.



This is the Dispersion Wave Transmitter. Destroy it, and the Confederation can monitor the Sword of Shadoon cult.



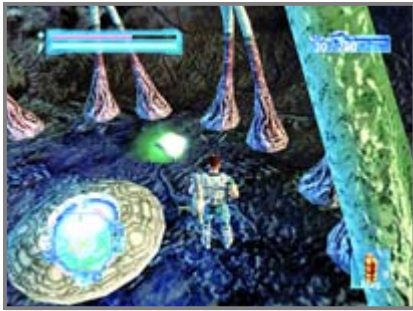
When the path opens up, a bunch of seers are worshipping a giant hologram of Shadoon. Bust up this party!



The number of enemies makes this a tough battle. Tell the squad to fire at will while you concentrate on the two pylons. Once those are down, start assassinating bad guys.



When the fight is over, run into the hut for some supplies.



Drop to lower ground and approach the spot where Shadoon's hologram was. Get the DNA canister.

Follow the nav point. When it moves forward again, you spot the spire Bratton wants you to investigate. Shoot all the resistance first.



Before entering the spire, remove the pylons in the area.



Switch to Hawk and leave the squad behind. Enter the spire in Stealth mode, and slay the seer and priest.

Bratton is not happy about the loss of the recon squad. Collect any items you need before warping back down to join the team.



Head for the next nav point, perforating everything you see along the way. You run into stiff resistance, so be ready for anything.



CAUTION – Just past the spire to the right is a pylon. You have to turn around past the spire to see it.



When your nav beacon updates again, stop. Tell the squad to stay put and veer off to the right. Use Stealth mode when you start drawing fire.

Run into the hut for supplies. Rejoin the team when you have collected everything useful.



TIP – Hawk's weapons are ineffective against a pylon in this area. Bring up Tex and temporarily take control of him to destroy the pylon.



Take control of Tex again and move toward the nav beacon. Go slowly; this next area is nasty.



As you run for the teleporter in the back, the seers block it off. Behind you, a group of fire hounds appears.

Tell everyone to fire at will. Your job is to destroy all the statues overlooking the pool.



When the statues are destroyed, the teleporter is freed.



Chapter 2



The area Tex warps to looks like the one he just came from.



You can go straight or right. For now, leave Hawk and Brutus. Go straight, with Flint behind you. Resistance is light on this path.

Switch to Flint and walk to the end of the path. Use this position to snipe at the seers below you and help clear the way ahead.



Return to your starting position and follow the other path, bringing the team with you. Seers defend the area, but not in strength. Watch out for fire hounds.



Follow the path around to the left. Seer resistance isn't overwhelming, but it's constant. Keep a sharp eye out for pylons.

TIP – The path to the right leads to a supply hut. Send someone up to collect the three medkits.



As the path bends to the right, you find pylons, seer priests, and fire hounds. Move up, taking out all comers.

The Sword of Shadoon wants to keep you away. Let your squad slay the enemies while you destroy the pylons. Once these are down, nuke everybody.



Once again, the path heads left. It seems calm until you draw heavy fire from the high ground on your right.



The path opens into an area with a supply hut, a teleporter you can't quite reach, and a few more seers.



Walk around the teleporter and into another battle. To the left is a strange building. Unfortunately, that's not the target.

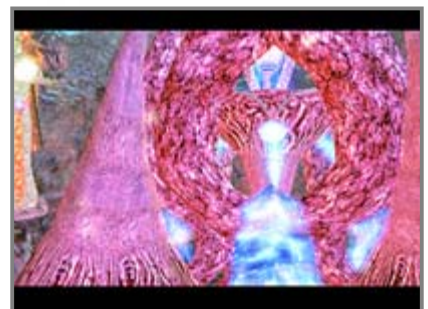


Keep going. You walk into a nasty firefight. Pick your way forward slowly, taking out all the attacking seers. Don't forget about the pylons.

When the fighting dies down, check the hut for more supplies. Your squad members are probably starting to run low on ammo for at least one of their weapons.



As you come around a corner, you get a look at what you're hunting for. Bratton tells you the three feeder beams are shielded. To get rid of the device, you must get rid of the shielding, then destroy the beams.



The action gets hairy immediately. Run in, hitting anything that moves, plus the pylons. Switch to Flint when you can and tell the rest of the team to fire at will.



TIP – Don't worry about the rest of the team here. It's possible that you lose one or more of your squadmates in the melee ahead. Losing someone affects your final score, but right now your priority isn't keeping everyone alive—it's destroying Shadoon's machine.



Run up to the Dispersion Wave Transmitter, then down the path to the left. This ends in a console. Hit the switch to drop one of the shields.



Turn and look at the transmitter. The feeder beam closest to you is unshielded. Shoot it.

Run back past the transmitter and straight across, on a long path filled with enemies and pylons. Destroy all of them on your way to the end.



NOTE – At one point, it looks like the ground drops away from you. That's okay—drop down and run up the ramp in front of you to the switch at the end.



The path ends in a teleporter. Use it and run down the road in front of you, through the priests and seers, again destroying pylons. This path ends in another console.



Hit the switch and look down to your right. The rightmost beam is unshielded now. Shoot it and return to the teleporter.



Return to the Dispersion Wave Transmitter and run to the right of it. Follow the short path to the third and final console.



Activate the console and shoot the final beam. A group of fire hounds will emerge.

Destroying the three feeder beams eliminates the device; the hologram of Shadoon vanishes. Bratton is pleased and warps you out immediately.



Wrap-Up

You see more combat on this mission than in any past mission. The seers are particularly aggressive, and they attack constantly. Fire hounds assault you often, and are the biggest threat you face. They aren't accurate, but their attack has a wide radius of damage, hurting you even if you aren't hit directly. Fire hounds are your main priority in combat because they are so devastating.

The battles at the end of the first chapter and the mission are both excellent examples of why you need a squad for missions like this. While you complete an objective, the rest of the squad handles the fighting.

Seers on the Bayou

Mission Briefing

The information recovered on Osiris led to the discovery of a seer ship traveling to Ferix. The Confederation was able to shoot down the ship. It crashed on Ferix in a swamp infested with outcasts. Go in, find out what happened, and deal with any survivors, as well as any outcasts in the area.



Tex engages in a bit of insubordination, much to Hawk's dismay.

On Ferix, Hawk confronts Tex about his behavior toward Bratton. Tex is happy being rebellious, but Hawk thinks he is out of line and should show the commander more respect. This conversation has to wait: It's time to hunt outcasts.



Hawk confronts Tex, who decides that this is not the time to discuss his problems with Bratton.

The Mission

Chapter 1



Bratton chimes in at the start of the mission to tell you that the outcasts have captured a Feral Shaman. Also, he says you must find an elevator to reach the tree city.



If you want to take a chance, use Hawk's Stealth mode and scout ahead. The area is crawling with outcasts.

Be ready to back out when her Stealth mode wears off. She draws a lot of attention.



Garo fruit is found loose and on the bodies of slain foes. Use these instead of medkits to heal damage when you can.



Flint is often the best choice for this mission. She can snap off accurate shots as outcasts approach, slaying them before they can attack.



Groups of two to four outcasts charge your position periodically. Use Flint's sniper rifle scope to scout ahead every few paces.





In the distance, you see a large wooden gate. Head for it, watching for enemies charging toward you.



Approach the gate, snapping off rounds at the outcasts carrying Sweeper V's. Just beyond the gate is the elevator Bratton mentioned.



A massive explosion rocks the elevator as you approach. It's a trap! Defend yourself against the group of outcasts attacking from the hill.



Explore the area to find ammunition and garo fruits on the ground. In the distance to the left, you find another gate.



It's another ambush! When the gate goes up, more outcasts pour into the area. Just inside the new location, another outcast attacks with a Sweeper V.



As you enter this area, Bratton tells you that a few remaining colonists are putting up resistance. Switch to Tex or Brutus, tell the squad to attack, and join in the fight.

When the battle is over, the remaining colonists are Farcasted out of the area.



Step up the ramp near this area and drop to the ground to finish this section of the mission.

Chapter 2



You start this part of the mission in a narrow canyon; go forward.

The terrain opens into a wide area where outcasts attack from the right. Stay put and let them come to you, then switch to Flint.





Move up slowly and nail the outcasts on the distant fence. These are armed with Sweeper V's, and cause a lot of damage if you don't eliminate them immediately.



The outcasts keep coming. This is an intense fight, so keep the squad moving to minimize damage from grenades and heavy weapons.

When the battle is over, collect ammunition and garo fruits. You need both. When you are ready, move to the next fence.



Go straight. In the distance, you see a bridge. This looks like an ambush, but it isn't—at least not until you cross it.

When you cross the bridge, a large group of outcasts jumps up from the water. Grenades and firepower deal with them.



Enter the water and walk to the hill with garo fruit. At the top, another group of outcasts moves in to attack.



Plug the enemy in the small hut in the distance. Move there and scout ahead, then walk toward the next gate.



This is another ambush. Use the sniper rifle to eliminate some resistance before you move on.



You may start taking fire from behind. A secret gate has opened to the left. Move here, leaving the rest of the squad at the main entrance, and shoot anything that approaches.

Move Flint in and snuff anyone still hanging around. Have her guard the next gate and bring in the rest of the team. Look for a cache of ammo to the right of this area before rejoining Flint.





There it is—the elevator that takes you to the outcast city. This looks too easy.

Use Hawk and go into Stealth mode. Clear out the remaining outcasts.



Chapter 3



Welcome to some new terrain, reminiscent of your first mission on Ferix. It isn't forgiving ground, but it isn't as difficult as the swamp.



Run to the top of the ramp where enemies await you.

Walk to the door and look up and to the right to see a few more nasties on the catwalk. Grenades are useful here.



Outside, the only way to go is straight. The far end of the bridge is heavily guarded.

As you cross, look right and nail the enemies above you. Keep moving on the bridge to minimize damage.



At the far end of the bridge, the door blows open, revealing an outcast. More outcasts charge down the ramp at right.



Get the items from the room and walk up the ramp. There are more outcasts, but nothing you can't handle. They attack in groups, so use grenades.

At the top of the ramp, an open doorway is on your left. Ventilate the nasties inside and move in.





Go to the top of the ramp and step outside. Your path winds farther up and to the right.

A few more enemies are ahead. When you come to a sealed door, blast your way through. Inside, you find the bodies of a group of Feral colonists.



Continue up the ramp. In the next room is a single enemy. Beyond it, you must choose a path: straight or to the left.

Switch to Brutus, leave the squad behind, and go straight. In a few paces, you run into a group of rollers dropped from above.



At the top, blast through the guard and the closed door. Beyond are four or five more outcasts. The Spirit of Vengar ability helps here.



On the opposite end of the room is the DNA canister. Get it, then rejoin your squad. Reselect Flint and move down the bridge.



The bridge leads to an open doorway, but it's a trap. Nail the enemies, then move down the ramps and go outside.



Chapter 4

At the start of this chapter, you can only go straight ahead. Move out carefully, keeping an eye out for nasties.



You don't have long to wait. A collection of four waits on the ramp below you.



A little farther along, you run into more resistance. A well-aimed gas grenade makes this encounter much simpler.



Another powerful outcast group bursts from a doorway at the bottom of the ramp.

TIP – Before crossing the bridge, check out another room farther along the catwalk. Inside are four medkits.

Cross the bridge. At the end, just to the left, is a closed door. Toss up a frag grenade to take down the door, then throw in a few more for the outcasts inside.



Step into the room once the enemies are cleared out. The only way you can go is up, and plenty of garo fruit waits at the top.



Use Brutus's Spirit of Vengar at the top to spot the enemies on the far side of the bridge.



Switch back to Flint and cross the bridge. The room beyond the bridge is heavily guarded. Use grenades and your sniper rifle to clear it out.

More enemies are on the ground below. Snipe them and go down the ramp to the ground floor. More enemies come in through the door.



Walk to the crate in the back of the room. Inside is Shaman Oli-Oak, the captured Feral Shaman. He steps out and walks to a nearby Farcasting point, completing another objective.



Step outside and go down the ramp to your left. A doorway at the bottom blasts open, revealing more enemies.



Enter the room and descend the ramp. The elevator in this room takes you back to the swamp. Head there as soon as you reach the ground floor.



Chapter 5



Back in the swamp.
The biggest challenge
yet lies ahead.

With luck, you still
have a good supply of
medkits. You'll need
them when outcasts
begin jumping out
at you.



Use the sniper rifle to
scout the terrain ahead.
When you spot
something, shoot to kill.



Follow the nav
beacons to another
gate—and directly
into the path of
outcasts armed with
heavy weapons.



A difficult ambush
waits to the right
inside this gate. If you
spot something before
moving in, erase it.



Stay by the entrance for
a moment and let the
ambush play out before
you enter the area.



Inside, run left up the
hill and look to the
right to see a couple of
outcasts with heavy
weapons on the distant
hill. Eliminate them.



It looks as if you're
walking away from
your nav beacon point
when it updates, but
go straight until you
can veer left. Prepare
for outcasts at point-
blank range.

Each of the grooves
leading to the ship has
a small ambush. As you
approach the end, you
catch sight of pieces of
the downed ship.



Seers from the
Shadoon cult attack as
you draw close to the
ship's main fuselage.
Tell the team to fire at
will and start hitting
them with everything.





Your new objective is to eliminate all crash survivors. It can't hurt to wipe out the outcasts as well.

TIP – Switch occasionally to Brutus and Tex so you can use Brutus's Spirit of Vengar ability and Tex's Berserker mode.

Keep moving and shooting. You take a lot of damage and may lose some squad members, but you must destroy the entire branch of the cult. Keep hunting them down.



Follow your nav beacons to additional cultists and outcasts.



When the objective is achieved, Bratton tells you to stand by for Farcasting. You're being moved to find the seer priest.

Run to the dust-off point and get out of Dodge.



Chapter 6



More swamp. The sooner you can wax this seer priest, the sooner you can get home. You are probably low on medkits now, so be cautious.



It won't take long for the enemies to spot you. Use Hawk's Stealth mode to nail a few before charging in.

Move up until you can see the huts in the distance. Stop here below the hill and wait for Hawk's Stealth mode to recharge. If you want to get closer, a large depression is perfect for hiding in.



Switch to Brutus and move along the left wall to the small opening. Slip inside to catch a few outcasts by surprise.



Move in and collect the items from the huts—especially the medkits.



Leave the platform and call in the rest of the team. A large group of enemies moves to block you.



The nav beacon takes you to another gate. Sneak up and move through when you have scouted the area completely.

The Spirit of Vengar can help you spot enemies here. It's difficult to spot the ambushes, so use the tools you have.



This battle gets nasty quickly. More enemies keep appearing, then the seer priests show up.



If you haven't already, tell the team to fire at will.

Scour the area for any remaining outcasts. Drill them all to finish the mission.



Never before has a Farcasting point looked so good. Clear out and put this mission behind you.



Wrap-Up

This mission is especially difficult because it is so long. Your biggest concerns are going through your medkits too fast and burning through your ammunition. Flint is especially vulnerable because the L-Shot-50 is useful here and reloads are scarce.

For the first four chapters, rely as much as possible on garo fruits for healing, switching to wounded characters to collect them as needed. You can still use these in the last two chapters, but the battles are so intense that worrying about garo fruits is the last thing on your mind. The more medkits you can save, the easier the last two areas are, so don't use them unless you absolutely have to.

Squirm

Mission Briefing

Col. Gunthar Ghent, until this point in his career, was well respected in the Confederation. Hawk is familiar with the man because he trained with Recon. Information has been discovered linking Ghent with the Red Hand—specifically, Ghent has been selling arms to the mercenaries. Bratton wants him taken out with extreme prejudice, both to eliminate the problem and to send a message to other would-be arms dealers. Ghent tries to flee when he becomes aware of your presence, so move quickly.



Hawk reacts to the name of Gunthar Ghent.



NOTE – Run up the hill to the left at the beginning of this mission between the two large pipes on the south wall. There are sentry mines up that path Tex can disarm and use. You must kill the two enemies up this path in order to get a perfect score on the mission.

The Mission



Start the mission as Flint. Look through the broken wall and aerate the three troopers on the ground near the gate.

Run along the high ground to the right and stop at the end. Scout for the guy on the pipe on the other side of the fence and nail him. He's armed with a Sweeper V, so get rid of him now.



Switch to Hawk and leave the team by the gate. Open the gate and use Stealth mode to locate enemies. Slice them with your blade before retreating.

Switch back to Flint and move to the platform. Scope the area ahead and eliminate anyone you spot before moving in.



A few troopers come from the hut at the top of the hill. If you shoot the fuel tank, you might wipe out the threat and also help fulfill a secondary objective.

Walk to the edge of the hill and look down to see troops inside the small shanties. Take out what you can from here, then use Hawk to clean out the rest.





You've a choice now: left or right. For now, move to the right and drop the enemies guarding the gate controls.

The gate controls are inside the building. Leave one person here, then switch back to the main group.



TIP – You need Flint and Tex at the gate, so leave either Brutus or Hawk at the controls.

Move toward the gate, which is to the left. Ping anyone in your way, but don't get too close. The gate is protected with a Sentry bomb.



The biggest problem is the man in the top of the pipe on the other side of the gate. He's holding a Sweeper V, and he's not afraid to use it.



Move Tex up to collect the Sentry bomb. This is an essential part of your attack on Ghent; so don't destroy it.



Switch back to the person at the gate controls and activate them. Quickly run to rejoin the group, which should be back guarding the gate.



Use Hawk to scout the shanty area just inside the gate. She can slice up a couple of thugs before running back to join the squad.

Use Flint to scope the area. A couple of enemies on high ground in the distance should both earn a hole in the head.



Move in. You find a gate to the right and to the left. Use the entrance on the right, but investigate the left one first.



NOTE – The left gate is the main entrance; the right gate is the back entrance. If you go in the main gate, you have to chase Ghent to his chopper.



Knock out three guards to the left, then climb the platform. Collect the rollers, but do not open the gate!

Use Tex to remove the Sentry bomb in front of the gate. When you are ready, arrange your team in positions around the gate.



Move one person to the platform and open the gate. A few enemies just inside shouldn't give you much of a problem.



You want everyone inside the gate, facing the area to the left, the area from which Ghent will come. Essentially, you are setting up an ambush.



Select Hawk and use Stealth mode to move down the path to the left. Slice up a few enemies and toss a grenade or two at fuel tanks to alert Ghent.

CAUTION – Watch out for sentry bombs!

Ghent starts running for his chopper, right into your ambush. Pull Hawk back and drop the Sentry bombs in Ghent's path.



As Ghent nears the team, tell everyone to fire at will. Defeating Ghent takes a little time, because he's tough.



Ghent and his escort eventually drop under your constant fire, completing your main objective.



Bratton tells you to leave, but there are still tasks to do. Run back to where Ghent came from and destroy the missiles and fuel tanks.

CAUTION – Some resistance remains in this area, so be alert for a few troopers.



Approach Ghent's building in the back with Tex and remove the Sentry bomb. There's another one just inside the building. To the right, you find the DNA canister.

Follow the nav beacon to your extraction point. Ghent has left enemies in your path, so you have to fight your way in.



The gate is guarded by a Sentry bomb. Remove it or shoot it to get rid of it.



As you approach the dust-off point, you discover a turret. To get out with your skins, you must find a way through this thing.



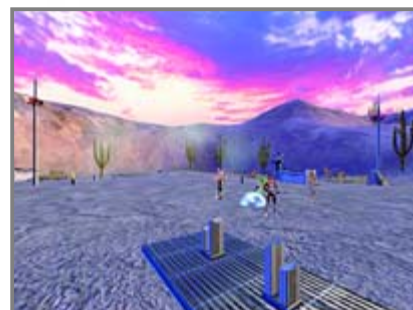
The best way is with Hawk's Stealth mode and a couple of well-placed grenades.

When the turret is down, use Flint to snipe the last remaining guards. Move up toward the dust-off point.



Right by the Farcasting point is a final group of missiles. Blow them up to complete your last secondary objective.

It's time to go. The message to potential traitors has been sent. You shouldn't have to deal with any more rogue arms dealers.



Wrap-Up

This is the first time you've had to deal with a serious time constraint. The key to the mission is entering Ghent's base from the back instead of the front. If you go through the front door, Ghent gets the drop on you. Then it's a long, running chase, fighting him and a horde of his troopers waiting to ambush you.

By setting up your own ambush and using the Sentry bombs against him, you can weaken him and snuff a few of his troops without having to worry about running over planted Sentry bombs. If you wish, you can leave after assassinating Ghent without completing the secondary objectives.

Supermutant

Mission Briefing

The mutant situation on Caspian has come to a head. The mutants' activities appear to be coordinated by a mutant both physically and mentally superior to the others. The Confederation, and Commander Bratton, believe that this mutant may be the pawn of Shadoon. Whether he is or is not, the mutants have murdered local militia and have taken over an abandoned facility. You are to cleanse the area, and deal with the supermutant.

The Mission



Start the mission with Flint. Step up the hill and scope the platform in front of you, pegging the mutant on the top.

As soon as you fire, mutants charge. Use the L-Shot-75 to eliminate resistance before you bring the team into the mutant shanty below.



Switch to Tex and activate Berserker mode. As you approach a small building to the right, mutants file out. Rain death on them, then check out the building.



Commander Bratton informs the team about the supermutant's location.



More mutants are in the shanties on the other side of the pipe. Expect them to come looking for you as you dust the enemies close to you.

While you're here, destroy the missile racks to help satisfy one of your secondary objectives.



Go into the shanty area and clear out the rest of the mutants. Ignore the gate at right for now. Instead, move toward the building in the back.





The gate controls are inside the building, but the door will open when all mutants in the area are killed. Two mutants will charge with rollers.



Set up the team in positions around the gate. Have one person open the gate, then run back. Mutants are on the other side.

Fight your way in. Clear out everything you can see before entering the compound.



Your target is the building in the back corner. It is heavily protected by mutants, many with powerful weapons, and rollers.



Position your team around the gate into the supermutant's area. The gate controls are in that back building. Open the gate when you are ready.



When the gate goes up, you have plenty of targets to shoot at. Keep the team in position and eliminate what you can see. Don't run inside yet.

Switch to Hawk and go Stealth. Inside, you glimpse the super-mutant.



Hit him with everything you have. It takes a while to wear him down, and you take a lot of damage, but you can get through him.

CAUTION – The supermutant likes to use rollers, and Hawk is vulnerable. If she is hit with one, she's killed. You can finish the mission without her, though.



Enter the facility. Shoot any mutants who pop up and destroy the missile racks and fuel tanks as you head for the gate.



The structure next to the gate holds the controls. Activate them to move on.



Of course, the area behind the gate is crawling with mutants. Move in and dust them off, watching out for their Molotov cocktails.

When you round the corner, you can just about see your Farcasting point. The mutants don't want you to get to it.



Check the fallen pipe in the back of the area for the DNA canister.



Fight your way to the ramp, eliminating the last few mutants in your way. Take out the missile racks, too.



Your dust-off point is at the top of the ramp to the left. After you destroy all the mutants and missile racks, get out.

Wrap-Up

This mission is compact and intense. The map is small enough that you can see your entry point from your dust-off, but you face dozens of enemies in between. The supermutant himself is tough—his rollers are a real problem, and he can soak up a lot of punishment before dropping. If you are careful and eliminate most of his companions before he charges, you can concentrate your attacks on him and eliminate him quickly.

Swap Brutus's Bower 20 for the LZR-50 on the platform just outside of the supermutant's compound.



Kill Shadoon

Mission Briefing

Virtually every mission to this point has had one factor in common: Shadoon. Edward Kingman, the seer cult, the mutants, the Red Hand—all took their orders from Shadoon. Put an end to this warped pseudo-deity. The team is being sent back to Osiris with a mandate: Come back with Shadoon's head or don't come back at all.



Brutus vows to kill Shadoon by any means necessary.



The Mission

Chapter 1

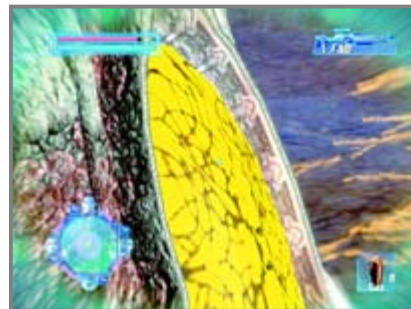


Welcome back to Osiris. It hasn't changed since the last time you were here. It's still a hellhole.



Your path is blocked by something Bratton calls "The Wall of Tortured Souls." Find a way around it.

Bratton is getting a weak signal from Delta Squadron. He thinks it might be another spire. You are to investigate immediately.



Run up the slope in the back. Have Flint aim at one of the yellow batteries at either end of the barrier to take down the wall.

Shadoon's agents won't give you anything for free. Expect a massed attack just after Bratton contacts you.



Return to the lower ground. In the distance, you can make out the spire that Bratton mentioned.





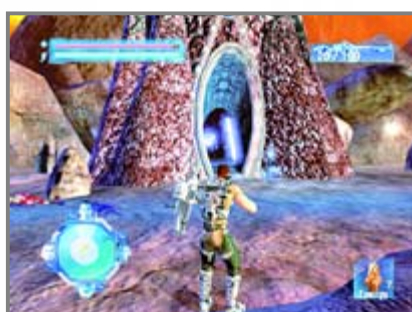
As you move toward the spire, you're ambushed by the largest contingent of seers yet encountered. Battle your way through them, telling the rest of the team to fire at will.

TIP – Use energy or frag grenades to target pylons during this fight, because you don't have much time to specifically target them. This also takes out seers warping in.

When the battle is over, run up the short ramp and collect supplies from the hut, especially the three medkits.



Run up to the spire, where a small ambush of three seers lurks. When you are ready, move into the spire and warp to the top.



Inside, you find the bodies of a pair of Delta Squadron members. Collect any ammunition you can use and go back to the ground.



When you walk out of the spire, turn left. This is an ambush in the making, but there's a better way to handle this area than by walking into a trap.

Select Hawk. Leave the team behind and run to the left of the arch, up the narrow path. Near the top, activate Stealth mode and silence the three seers waiting to attack the squad.



Move up slowly. You've a few more seers to snuff, but nothing devastating thanks to Hawk's end run. The terrain ahead looks dangerous, so be cautious.



The ground drops away ahead of you. This is a perfect place for an ambush. Watch the bridge above and have Flint scope the area for any quick kills.



Surprise! It's another ambush! This one isn't tough if you put Flint in her Advanced Targeting mode.



Take the detour up the slope to the left and collect supplies from the hut. You want the medkits.

Send Hawk forward in Stealth mode to trigger the ambush of fire hounds, then pull back. Switch to Flint and take them out from extreme range.



This ambush is big. Flint can easily go through more than a full clip of ammo. Take your time and keep out of their range.



When you step into the supply hut, a group of seers attacks.

The fight continues as you follow the nav beacon. The terrain is tricky, so keep the team behind you.



The closer you get to your goal, the more enemies you face. Grenades can help with the clustered seers.

Just before you reach the teleporter, fire hounds ambush you. If you're quick, they won't get off an attack. Run to the teleporter to finish this chapter of the mission.



Chapter 2

It's more of the same at the start of the second chapter. Expect to see everything, and a lot of it.



Walk across the bridge to the large open area. You see the holographic projection of Shadoon in the distance. Expect a lot of fighting here.



Have Hawk slice up a couple of seer priests before calling everyone in and unleashing hell on the entire cult.



As is usual on Osiris, let the squad take out the enemies while you concentrate on the pylons.

When the battle is over, approach Shadoon's hologram. He vanishes, but at least he's not watching you anymore.



The terrain funnels you toward a ramp at the end. Start heading up it, swatting the seers on the ledge to the left.

Fire hounds attack as you reach the bend in the ramp.



At the top of the ramp is a teleporter. It looks like this is the only way to go.

When you come through the teleporter, Bratton tells you he has lost contact with Delta Squadron and you should find them if you can. Get supplies before you move on.



Just past the supply hut is a seer ambush. Watch out for the one on the rock outcropping dead ahead.



Move as fast as you can from this point. As you do, Delta Squadron contacts you and asks for help. You've a long way to go to get to them. When you reach their position, start shooting.

TIP – There is a fork in the path here. Take Flint to the right, and set her up to snipe enemies while you take the rest of the team down the left path to finish up any other enemies.



Keep moving and shooting. Seers are the priority, but hit pylons when you can.

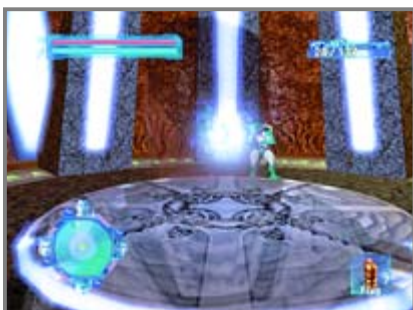


When all the seers are gone, a marine tells you about the teleporter ahead. It should take you to Shadoon's lair. Collect any items you need, then head off.

The teleporter takes you to a cavern with another teleporter inside. Step in to complete this chapter.



Chapter 3



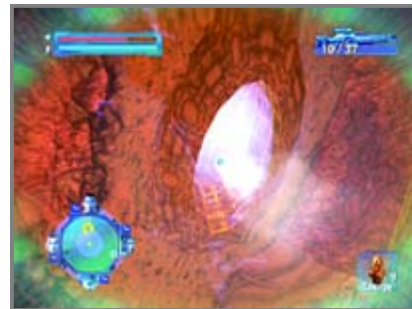
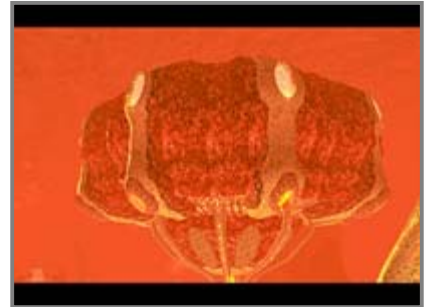
You have reached the exterior of Shadoon's inner sanctum. It's time to hand Shadoon his head.

Step out and you are attacked. You've had tougher fights, but the terrain and sky color make targeting here difficult.



The path is blocked by another energy wall. The way past is up the ramp to the left and through the tunnel. Switch to Flint.

When you step out of the tunnel, you see Shadoon's tower. It appears that shield batteries protect it. It can't hurt to shoot them, can it?



Slice through the enemies guarding the area. When they're all horizontal, take aim and shoot one of the yellow batteries on the tower.



Walk around the tower counterclockwise, fighting off the attacks. Each time you finish off a group of enemies, shoot the battery visible from your location.

The attacks are intense enough that you could lose someone. Don't worry about this now—you need to push on.





The action gets interesting when you destroy the last of the yellow shield batteries.

When the last battery is destroyed, the central tower falls into the lava.



Now comes the fun. A teleporter opens on a platform behind you. Run back to it.



There he is—it's Shadoon! Start shooting!

Pump enough rounds into him and he drops, leaving a DNA canister. Of course, this is just Shadoon's clone. Run through the teleporter between the statues to follow him.



The teleporter takes you to the ground. Shadoon calls in fire hounds to assist him.



When you can line up shots on the head baddie, shoot to kill. Tell your teammates to enter their special modes to help out.

Finally, Shadoon dies. This should be the end of the campaign, but it's not. You and your team still have work ahead.



Wrap-Up

The mission to kill Shadoon is the toughest you've faced yet, because Shadoon pulls out all the stops to keep you from getting too close. The ambushes you face are larger and more devastating than any you have come across, with the possible exceptions of the large battles in the Seers on the Bayou mission.

Hoard your medkits. Seer priests drop psychic rubies, which restore a little health. Get every one of these you can, switching from character to character to heal the most wounded. You use all those medkits in the final battle against Shadoon, and wish you had more. Each one you don't use earlier keeps your squad alive a little longer at the end.



Abaddon

Mission Briefing

Not much time for celebrating after Shadoon's death. There are still enemies of the Confederation. The communications satellite on the planetoid Singe has gone down. This wouldn't be cause for grave concern, except that the last transmission looked like noise. Bratton is convinced that someone has hacked the code. While the Confederation resets its codes, you are to go down to Singe, find the satellite, and uplink the data inside. If you run into enemies, you are to deal with them, of course.



It's the garbled transmission from the satellite on Singe.



The Mission



Singe looks like Osiris without the crystals, pylons, and seers. One big similarity is the presence of fire hounds.

No sooner does Bratton mention fire hounds than they appear, two on each side of the lava.



Around the bend to the right, you fight through a couple more fire hounds, then run into terrorists. It looks like that satellite went down for a reason.



You find the bodies of fallen soldiers throughout the mission. Most have medkits and all have usable ammunition. Don't pass these up.



Move forward, and another set of fire hounds attacks. Watch out for the one behind you.



Walk under the arch. Below and to the left is another body. When you near it, more fire hounds attack.



Keep going straight. About halfway to the distant ridge, you come under attack.



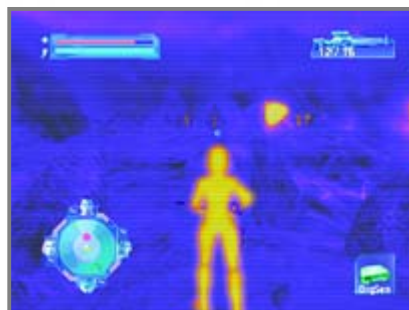
This attack is intense. Keep the team behind you, because anyone rushing forward is ground up. Use grenades to suppress enemy attacks and keep moving to minimize damage.

TIP – Most of the terrorists drop medkits when they die. Collect them all. You can't have too many medkits on this mission.

Follow the ridge at left to the opening. Collect items from the body before you pass through.



Ahead is an even tougher ambush consisting of a few more terrorists and a group of fire hounds at close range.



If you haven't already, have the team use the organic sensor. This makes spotting terrorists much easier.

Crest the hill, past the ambush Bratton warns you of, to find another body and a few more medkits.



Just past this body, more fire hounds attack. A few terrorists use this as a diversion and try to knock you out. Perforate the fire hounds first, then whack the terrorists.



More appear when you top the next hill. If you still have rollers, use them. A good shot kills one and wounds the others.



When you reach this burned and shattered body, Bratton tells you the satellite is near.

And there it is, around the corner. Tons of terrorists move out to attack you. Start retaliating and move in. You need to get to that satellite.



When the terrorists are all gone, you can get the data at your leisure. Bratton is pleased, and promises to extract you soon.



Switch to Hawk and run to the satellite, bringing the team with you. Have her start hacking the device, then switch to someone else.



Before leaving, check the edge of the lava in the back of this area for the DNA canister.



Terrorists pour over the cliff near the satellite. Keep Hawk safe and fight them back. They keep coming for some time. Use your medkits as needed.

Your dust-off point is by the satellite. Get out when you're ready.



Move and shoot, shoot and move. Train your fire on the cliff when you can, but the terrorists who have reached the ground are a bigger problem.



If Hawk goes down, you need to fight until all the terrorists are dead. You get the data somehow.



NOTE – For an easier and quicker path through this mission, don't try and hack the satellite. Leave your squad in Fire At Will and kill the descending marines. They only spawn from three points on the hill, and can be dispatched in less time than it takes to complete the bypass on the satellite.

Wrap-Up

Like the Supermutant mission, this one is intense to the point of insanity. The terrorists are tough to kill, highly accurate, and armed with heavy weapons. The fire hounds aren't much less trouble, although easier to slay. The key to this mission is finding and collecting as many medkits as possible. You can make the final battle easier by moving up the whole team and ignoring the satellite. You don't have to worry about protecting Hawk, and you have a fourth weapon attacking the terrorists. Hawk can access the data when the battle is over.

SETI 2049

Mission Briefing

One of Kingman's agents has taken control of the SETI 2049 military relay station, an important link in military communication. The man in question is Ty McTavish. He's been sending vast amounts of data through the satellite link into the wastes. The Confederation doesn't know what he's sending or why. They do know that it needs to stop. Your task is to deactivate the satellite, and McTavish as well. Flint, more



The SETI 2049 satellite must be deactivated to end whatever it is that McTavish is doing.

than anyone else, is up for the task.

Before the mission starts, Flint explains her hatred of McTavish. He was an early model synthetic who sabotaged the entire synthetic project, causing the powers that be to decide that all synths were unstable. Because of him, many synthetics were "deactivated," a euphemism for slaughtered. All synthetics want McTavish dead, but none more than Flint.



Flint explains why she wants to see Ty McTavish dead.

The Mission

Chapter 1



Your landing zone is free of enemies. Scavenge the remains of some Confed troops here for ammunition and medkits.

TIP – Destroy small crates throughout this mission; many hold ammunition, grenades, or medkits.

Check the building near the gate to find one of Kingman's briefcases.



Approach the gates, and they open automatically. Switch to Hawk and tell the squad to stay back.

Use Hawk's Stealth and her blade to whittle down the resistance in front of the next gate. These open and more troops file out, so give yourself enough time to retreat.



Switch to Flint. Pin the two guards on the catwalk above the gate before looking into the compound beyond.

TIP – Brutus is another good choice for player control. Command your squad to Fire At Will, and run and gun with Brutus's shotgun to blow through the enemy. Use Flint sporadically to snipe faraway targets.



Use the Move To command to position the team around the gate. Walk in carefully, pegging anyone who pops up his head.



Creep in to the right. Look left and shoot out a window in the nearby building. Toss a grenade or two inside to suppress the enemies.



Take Hawk into the compound and open the door to the building with the switchplate. Slice up the guy inside. Leave Hawk here for now.

There are three more buildings to investigate. Take Tex and Brutus, and work counterclockwise. The first building has a few thugs near it and not much inside.



Take the side entrance of the next building. Inside, a couple of guards block you, but they aren't tough.



Two more guards lurk farther in. Take them, then collect the ammunition and a second briefcase.



When you approach the last building, the doors open automatically. Two enemies run out from around the back outside the building.

A couple more lurk behind the vehicles in the back of the building. Be forewarned: These two love to throw grenades.



Descend the ramp in the middle of the structure. At the bottom, enemies are on both sides. Get their attention and pull back, killing them as they try to climb the ramp. Go down and claim the third briefcase in the back corner.



Switch back to Hawk. Access the console in the building she is in to open the next set of gates, straight across from your current position.



The guards just inside the gate use the vehicles as cover. Eliminate them with grenades or Flint's precision shooting.



Move in and up the hill. To the left at the top is a small compound loaded with guards.

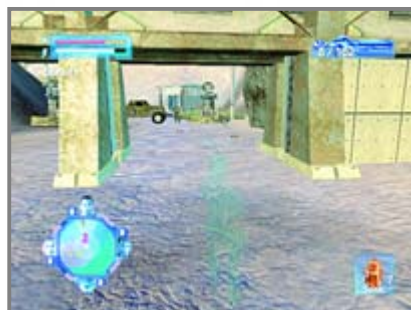
Use Flint to snuff out resistance without taking too much return fire.



Hang back and let the enemies come to you. When the compound is cleared, examine the building and platform. Activate the console in the building to open the next gates and complete this chapter.

Chapter 2

Don't waste time at the start of this chapter. As soon as you can, pull everyone back up the hill. There's a nasty surprise behind the gates.



There are a few guards, two laser turrets, and about a dozen sentry bombs here.

Throw a grenade on each side of the gate. This destroys most of the Sentry bombs and takes out both turrets.



CAUTION – Don't use gas grenades! They don't have much explosive radius and won't give you the desired effect.



Move down with Flint and have her snipe any remaining enemies, as well as any unexploded Sentry bombs.

TIP – One enemy likes to hide in the grass to the right. Two more are on the high rock ledge straight back.

The building has Sentry bombs planted just inside. Have Tex remove them.



Run Hawk up the hill and puncture the two enemies standing guard. Look at the base below before retreating.



Move up with the whole team. You have plenty of targets to shoot at, at least for a while. Stay at the top of the hill until you've plugged them all.



Move down into the compound. Off to the right are several guards that you couldn't see from the top of the hill.



You need Hawk to bypass the door into the building at left. Inside, collect medkits and a fourth briefcase.



Use the console in the right building to open the gates. Bratton gives you a quick overview of what lies ahead—the satellite and McTavish.

Inside, you find essentially the same setup as at the start of the mission. Once again, use Hawk, Stealth mode, and grenades to remove the towers.



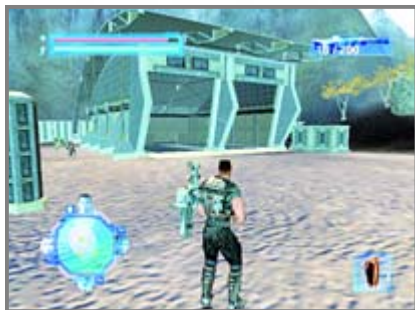
Take the building on the immediate right first. Use grenades to thin out the enemies, then collect the items inside.



When you near the middle of the compound, more guards attack. Pull back if you need to—these guys love grenades.

The small structure to the right holds a few guards and some useful items.





Skip the landing platform for now. Instead, go to the pair of buildings across from you. There are more guards to fight, and more ammo and medkits to pick up when you are done.



Now go for the landing platform. Charge up the closest ramp and start firing.



The DNA canister is at the back of the lower platform to the left.

Go up the central ramp to the higher level. McTavish is well guarded. Pick off his associates first, then go for him.



McTavish's weapon is deadly from range; use cover from afar.



When McTavish is gone, handle the satellite. Go back down the ramp and erase the guards charging your position.

Charge forward into the next small compound to find six final guards.



Blow open the doors on the small building to collect the fifth briefcase.

Run to the satellite and activate the console to complete the mission. The dust-off point is behind you.



Wrap-Up

This mission's only difficult spot is fighting McTavish. Most of the areas can be handled with a little Stealth and a few grenades. The McTavish battle is tough because of the power of his rail RVR and the amazing amount of damage he can take. If you can make it to him with a good collection of medkits, you'll be fine. You won't need many medkits after you're done with him.

If you run low on ammunition, switch out your weapons for the many LZR-23s that litter the ground after a fight. You also can replace a lot of lost ammo and grenades by shooting the small yellow crates.

Hostile Reception

Mission Briefing

McTavish's transmissions went to an asteroid called LB-429, in the middle of the wastes. There must be something there. Naturally, it's your job to find out what. What McTavish was transmitting is still a mystery, so any light you can shed on this would be beneficial as well. Suit up!



The asteroid LB-429 is a desolate place, but something is living there. You need to find out what.



The Mission

Chapter 1

LB-429 isn't as forbidding as the terrain makes it look. It's a whole lot worse. Walk forward. A meteor strikes the ground in front of you. At the end of the ridge, you spot a downed ship, which Brutus claims holds mythical Shrikes.



CAUTION – LB-429 is littered with nasty pools of mercuric chloride. Step into one, and you die so fast you don't have time to react.



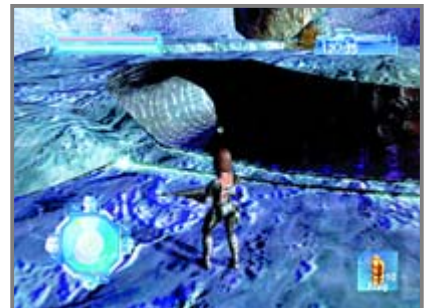
Move up to investigate. Whatever it is, it's not of human design. Just past the ship, you get your first encounter with the more deadly relative of fire hounds. Gas hounds are nastier and harder to wipe out.

CAUTION – Ships pass overhead throughout this mission. These sometimes drop grenades, so keep an eye on them.



A door opens past the gas hounds. Beyond is another new creature. These are Shrikes, Brutus's mythical creatures made flesh.

Through the door, you find a tunnel leading down. This looks to be the only way to continue moving forward. At the junction, Shrikes ambush you from both the left and the right sides.



TIP – One of the Shrikes drops a Jax-iR. This is one of the best weapons against Shrikes. Have someone grab it.



Brutus doesn't want to go down the right tunnel. About midway down, a group of Shrikes appears. Nail them all and grab their ammunition. This hall dead ends, so return to the junction and go right.



The other hallway appears to be a dead end as well, but a door irises out as you near the end.

Once the door is open, about half a dozen Shrikes jump down into the pit in front of you. Eliminate them all and step forward.



CAUTION – Watch out for the sniper on the high ridge to your right as you walk out of this tunnel.

This tunnel leads back outside and into another Shrike ambush. Leave the tunnel and go straight down the slight slope. To your right, far above you, Shrikes attack with artillery. Flint is your best defense.



Move up. You can go straight or to the right. Both paths lead to the same place, but the right one is more direct.



As you go down this path, you encounter a nasty ambush. Turn and deal with this Shrike before he opens a few holes in your backside.

This grade looks too steep to climb, but it isn't. At the top, you find a small Shrike contingent, a variety of ammunition, and some medkits.



Come around the large rock outcropping on your right. Fight through the Shrikes to reach the door below. This takes you to the next chapter.



Chapter 2



Looks like the same difficult terrain ahead. Fighting uphill is always harder than fighting downhill. You can go straight or right. Leave your squad to guard the right flank and take Tex straight, mowing down the Shrikes in your path.

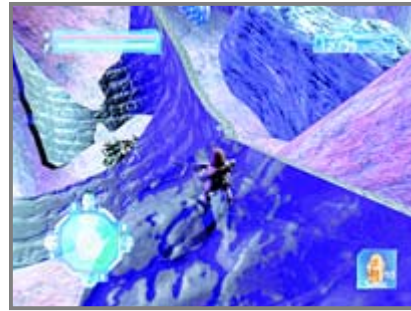
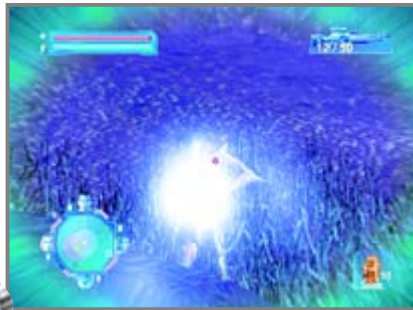


At the top of the hill, you run into more Shrikes. Take them all down and continue straight ahead.



Walk up to the console and activate it. The device below self-destructs.

Return to the last junction and call up the squad. Switch to Flint and walk down the right path to the end. Snipe at the Shrikes below you.



The only way to go is to drop to the ground. Do this one person at a time, trying to land on the broken pipe below to soften the fall.

CAUTION – This drop can be enough to kill anyone seriously wounded. If in doubt, use a medkit first.

Step out onto the ledge over the pit. Follow this around, bagging any Shrikes who get in your way. The ledge opens into an area with two options for movement: straight and left. The left area is a dead end, but it contains supplies, so it's worth investigating.



TIP – Don't continue past the small supply depot. The path ends in a stone wall guarded by a pair of Shrikes, a Sentry bomb, and two gas hounds.

Go back up toward the door again. Another steep path leading to the left is worth investigating. This detour is long, but worth it. Fight past a couple of Shrikes to reach the area Flint sniped at before you dropped from the cliff. Some medkits are here if you need them.



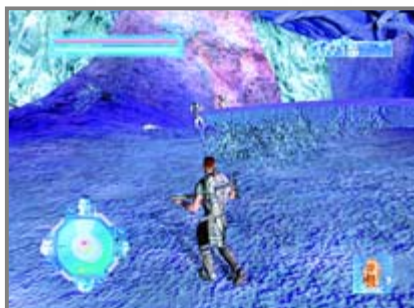


Run back all the way to the door you were going toward earlier. Walk out to the console, activate it, and use the self-destruct command.

Flint can use this position to knock off a couple of Shrikes that would otherwise stand in your way later.



When you leave the console, a couple of Shrikes have moved up to attack you. Run back down the hill to your right. The door is open now, so you can check out the inside.



The doorway leads to another path. Have Tex remove the Sentry bomb on the ground in front of you.

Follow the path up the steep hill to your left. When you come around a right-hand corner, a distant turret starts shooting at you. Destroy it from range, then have Tex get the Sentry bomb a little farther on the path.



TIP – Tex or Brutus can hit the turret easily with a couple of Jax-iR shots—much more efficient than having Flint do it with the L-Shot-75.

You come upon another set of tunnels. Before you check them out, go to the right. Shoot the Shrike on the distant ledge and grab the ammunition.



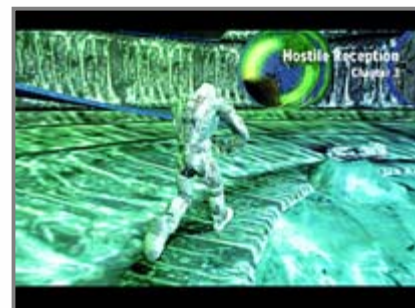
Naturally, the tunnel is occupied by plenty of Shrikes, including one with a Sweeper V. Have Flint ping him before you charge ahead.

The only open pathway is the left tunnel. Shred the Shrikes waiting there and proceed. A Shrike ambush awaits you about halfway down the tunnel. Two more Shrikes guard the door at the end. Walk to the door to complete the chapter.

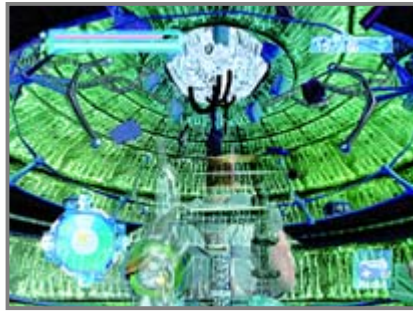


Chapter 3

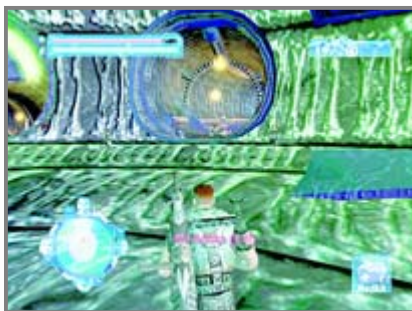
When this chapter starts, a Confed marine is in the room with you. He's going crazy, and he runs straight into the spinning blade on the far end of the room.



To get out of the room, you need to destroy three targets. Hit the green projector in the center of the room and the two smaller ones on the sides to open the door.



A party of Shrikes projects into the room. You must take care of them before you can leave.



When the door opens, another party of Shrikes waits for you. Cut through them and move on.



There's a door at the far end of the corridor. Step out into a huge cavern. You walk into a large contingent of Shrikes. Neutralize them all, then access the console and use the self-destruct command.



If you go to the right, a small but deadly turret targets you. Instead, slide down to the lower level.



Move Tex in to destroy the turret with one of his larger weapons. He should be able to take the damage the turret dishes out.

Climb out next to the turret and turn around. The narrow half-tunnel to your right is your path. Knock out the Shrikes who come out from here.



This tunnel leads back outside, allowing you to communicate with Bratton again. A nasty ambush awaits you here. Stay in the tunnel for now.



Step out and look to the right. You must destroy another turret before proceeding. Go left into an area where tiny aircraft drop grenades on you. Run to the large object in the center. This is the Outrider base, one of your objectives.



Toss some grenades inside and shoot it up to destroy it. This stops the grenade-dropping aircraft as well.





Turn around and run toward the door. Destroy the turret, and the door opens. Bratton tells you he has sent in reinforcements—you need to find them.

This firefight is intense. Move in and start shooting anything that looks like a Shrike. You have plenty of targets to choose from. Battle your way up the hill. The marines hang back. To protect them, you need to remove the Shrikes on the hill.



At the top of the hill is a small cave. Inside is a cache of medkits, ammunition, and grenades.

Run back down the hill. Your next targets are through a doorway in front of you at the bottom.



You step out into a crossfire. A strange structure in the distance has a purple glowing node in front. Destroy the node to prevent more Shrikes from arriving.

Go back and through the door on the right. The next area has more Shrikes, plus a cannon on top of the strange building to the right.



Destroy the cannon, run past it, and destroy another node on the device in front of you. Continue through the door past the node. To the right is a huge gun battery.



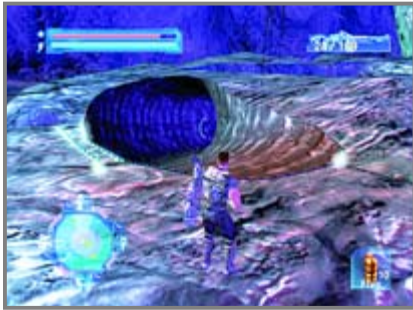
Drop a light grenade next to the gun battery. Bratton sends in an artillery strike to destroy it.



The next gate is to the right of where you came out. Head here next. Be careful of the ambush to your left as you emerge.



Run down the hill to the next structure and destroy the node. Tell your team to handle the Shrikes.

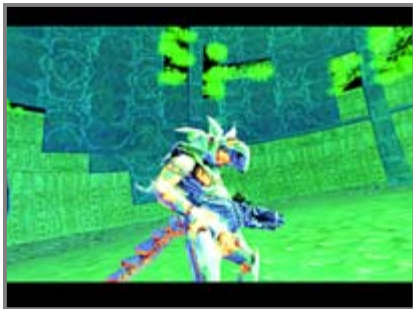


The only place to go is down the tunnel at the center of the area. It leads to the other side of the spinning blade you saw at the beginning of this chapter.

Lead the team through the door to the right and tell them to fire at will. There are two Shrikes and another door, which leads to the end of the chapter.



Chapter 4



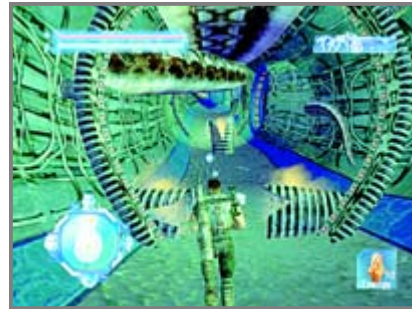
At the start of this chapter, you see your new foe—the Shrike Hunter Lord.



Go forward and around the corner to the left. Shrikes are beaming in, so start shooting. Get the node as well.

Ahead, you can go

straight or to the right. Ignore the right tunnel for now, but leave a couple of people back to deal with Shrikes coming from there. The straight path is filled with Shrikes and gas hounds, but ends in a nice cache of ammunition and medkits.



Go back and down the right tunnel now. A node pours out a single group of Shrikes before shutting down. Move to the door at the end.

Beyond the door is the Shrike Hunter Lord. Snuff all his gas hounds and hit him when you can. He warps out, leaving you in a big, empty room. The Shrike Hunter Lord left behind a new weapon: the plutonium cutter. Give it to Brutus.



Take the door at the far end of the room to a tunnel with a couple of gas hound groups.

The door at the end opens into a room that looks like the one at the start of the last chapter. Shrikes start warping in. Destroy the nodes on the ceiling to stop more from coming.



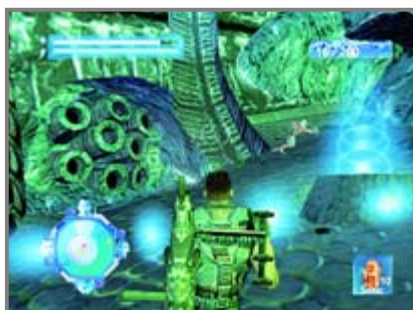
Follow the nav beacon through the door. More Shrikes beam in, but these nodes are one-use only, so don't worry about destroying them.





Past the third node, you enter a large chamber. This area is loaded with Shrikes.

Battle your way in, taking special care to hit the guy with the Sweeper V on the slope to the right.



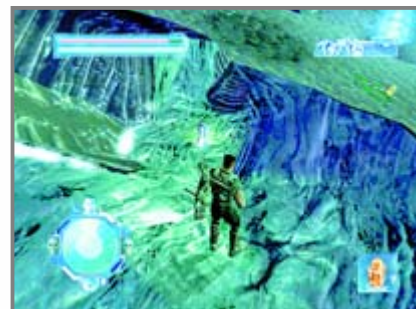
TIP – The door opposite the slope opens to a couple of Shrike ambushes and single-use nodes. At the end is a bunch of medkits.

Run up the slope to the outside. You walk up in to a giant collection of Shrikes. Put the team in fire-at-will mode and mow them down.



Follow your nav beacon to the door. On the other side, the Shrike Hunter Lord is trying to escape in his ship. It's extremely difficult to destroy the ship. Don't worry about it if the Hunter Lord gets away despite your best efforts.

Enter the tunnel where the ship launched from. Locate the DNA Canister under the slope.

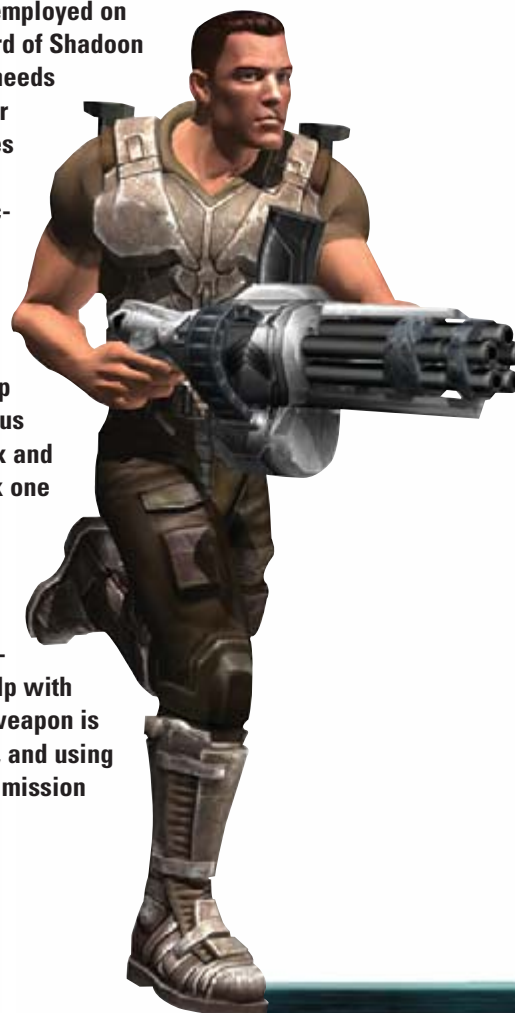


Follow the nav beacon to your dust-off point and get out of here.

Wrap-Up

This mission is particularly difficult because the Shrikes love heavy weapons and attack in groups. Use a basic strategy similar to the one you employed on Osiris against the Sword of Shadoon cult. When something needs to be destroyed, let your team attack the enemies while you go for the objective. This is particularly true when you need to destroy the nodes or the ship.

Eventually, you find enough Jax-iRs to equip your whole squad. Brutus starts with one, and Tex and Hawk should each pick one up during the mission. Leave the L-Shot-75 in Flint's hands because of its use at range. Have her pick up a Jax-iR at the very end to help with the final assault. This weapon is deadly against Shrikes, and using it gets you through this mission much quicker.



Ripe for Plunder

Mission Briefing

A Shrike assault force has taken over a small fortress on Caspian. The Shrikes are armed and dangerous and carry heavy munitions. Your task is to destroy these munitions to prevent the Shrikes from using them elsewhere on the planet. The Shrikes are well trained, and you cannot expect any support from the locals, who have fled. There are six crates of munitions involved. Because of Shrike jamming equipment, Bratton has a fix on only one of them. You must find the other five on your own.



The squad prepares to head off a Shrike invasion force.



The Mission

Looks like good old Caspian. Of course, the last time you were here, there weren't Shrikes to deal with.



Walk forward toward the large rock. As you come around it, you spot a group of Shrikes and gas hounds.



Keep moving straight. When you find a small opening to your left, turn and nail the Shrike waiting to ambush you from above.

Another Shrike waits for you at the top of the pipes ahead. Use Flint to knock him to the ground. Walk up to the next clearing, fighting off the guarding Shrikes. There's quite a bit of rubble on the ground here.



In the back of the area are another Shrike and your first objective. Destroy this crate and move on.



Continue in the same direction. As you crest a small rise, you encounter more enemies.



Going straight takes you directly into the midst of the Shrikes. Send Hawk up the slope to the left to find a couple of medkits and a back entrance into the Shrike area.

Call in the rest of the squad and move down the slope toward the Shrikes. Bratton tells you the next crate is close.



Nail the Shrikes on the catwalk over the gate and on the rocks to the left. The second crate is at the top of the hill in the middle of the area.



Shrike heavies guard the area through the gate. There are plenty to go around, so get the team in and fighting.



Move up to the next gate, which opens with the switchplate. More heavies wait on the other side. Take them apart and step inside.

Station someone on the platform. Investigate the building on the other side of the compound, where you find two Shrikes and the third crate.



NOTE – One of your secondary objectives is to destroy the missile racks. This compound has two.



Switch to the teammate on the platform and open the gate. More Shrikes are on the other side. If you destroy the missile rack under the platform, you both help complete an objective and kill the Shrike on top.

Just inside the gate to the left is a small building. Open the door and toss in a grenade to dust the two Shrikes and destroy the fourth crate.



Move to the next building and open the door. Toss in a series of grenades to remove the Shrikes. This should also take out the fifth crate. If not, go inside and destroy it.



In the back of this building, you find the DNA canister. Pick it up.



Behind the building are the last two missile racks. Blow them both up.

A slope rises across from where you entered. Ascend it and nail the two Shrikes at the end. Collect the items, then return.



NOTE – You can also drop to the ground. This puts you near the start of the mission.



Run up the ramp to the catwalk. The final crate is here. Destroy it.



Your extraction point is on the other end of the catwalk. Run over when you are ready to head home. Unfortunately, this isn't the real exit. Bratton calls frantically as you near it.

Shrikes appear immediately and start firing. Retaliate as you can. Killing all the Shrikes is a secondary objective.



Run back to where you first entered the mission. More Shrikes appear just past where you shot the second crate. As you near the dust-off, more show up.



The dust-off point is near where you first encountered Shrikes in this mission, just past the crash site.

Wrap-Up

There is no real trick to this mission. The false dust-off point is a bit of a shock, and the fight on the way back to the real dust-off point is the toughest you face in the mission. Still, nothing here is terribly complex—it is, in fact, the most straightforward mission you've had since the beginning. Take it slow and easy, make sure you neutralize the Shrikes packing heavy weapons, and you're fine.

Shrike Rogues

Mission Briefing

The planet Estuary is laced with small islands containing ruins of an ancient civilization. It's impossible to tell for sure, but it is presumed that the ruins are the last remaining artifacts of an ancient Feral culture. Regardless of what they are and why the Shrikes are obsessed with them, the situation is dire. An entire platoon of marines was wiped out on Estuary last night. Your task is to prevent the Shrikes from building a base there. It would be preferable to simply nuke from orbit, but destroying the ancient Feral ruins is politically dodgy. It's up to you and your team.



The team contemplates its next mission, one assigned more for political reasons than tactical ones.



The Mission



It all looks peaceful enough at first. Of course, it usually does until the enemies show up.

Move north toward the pass. A small collection of Shrikes defends the area. Once you've cleared the enemies, pull back to your starting position.



TIP – The dead marines have supplies on them, including unused medkits.

A path to the right leads into the distance. A few more Shrikes attack here, and likely drop to the lower ground. Mop them up and take this path.



The path ends at a cliff overlooking a pyramid and a small courtyard. Shrikes beam in as you arrive. Use Flint to kill them.



Zoom in on the strange oval device in the courtyard. Destroy this by shooting the oval device. Bratton tells you it helps the Shrikes increase their Farcasting range. You must destroy all of these in the area.

CAUTION – Watch your step! The edges of the cliff are lined with Sentry bombs, and if you slide off, you won't survive the blast.



Return to your starting position and take the low ground to the pyramid. Sentry bombs guard both entrances. Have Tex take the one on the left, then move inside and nail the Shrikes.

CAUTION – Another Sentry bomb is at the back entrance.

Go back outside and shoot the Sentry bomb in front of the right entrance. Up the ramp inside, Shrikes wait for you.



Walk around the next ramp up to discover a piece of alien technology. Grab it.



Run up the ramp to the top of the pyramid. There are Shrikes on the high ridge, one with a Therm Sweeper and one with an L-Shot-75.



The DNA canister is up here, too. Check the rubble next to the ramp you ran up.



Take the ramp back down to the ground and go behind the pyramid. You have three targets in three directions to destroy.



The closest one is dead ahead, down the path toward the beach. When you near it, groups of Shrikes warp in to fend you off.



Destroy the device to prevent more Shrikes from showing up. Two Farcasting devices remain.



Run down the beach toward the next objective. More Shrikes pop in to stop you. Pop them back.

As you get close, you see more Shrikes coming in. The situation is the same—destroy the device to stop Shrikes from Farcasting to your location.



You can't get to the final device from your current location. Return to the pyramid, where you find another group of four Shrikes on the other side.



Run past the courtyard and follow a narrow path on the other side. As you round a corner, you see more Shrikes Farcasting in.



Run past them to destroy the device, then turn around and return their fire.

Your dust-off point is near the pyramid. Return here when you are ready to get out.



Wrap-Up

Like the last mission, this one involves nothing too special or difficult. The trick is to destroy the devices as quickly as possible when you spot them. Each time you destroy a group of four Shrikes, four more come in until the device is destroyed. Pegging it quickly in an encounter is dangerous because of the fire you draw, but it makes the mission easier. Each team of four Shrikes has two heavies and two soldiers. One heavy carries a Sweeper V, so nail him before you go for the device.



The Anvil

Mission Briefing

You have done everything the Confederation has asked of you. Every task you've been given you have accomplished, and accomplished in spades. But as good as you have been, you haven't been good enough to stop the Shrikes. Until now.

The Shrike invasion forces are just a few days away. Their plan is to take over Caspian, use it as a staging



It all comes down to one final mission.

area to refuel their fleet, and then move on Earth, destroying it and humanity with it. Naturally, you can't let this happen. To stop them, you're going back to LB-429. If you can destroy the shield generators protecting the Shrike base, the Confederation can nuke the site from orbit, destroying the advance position of the Shrikes. Fail, and the Confederation fails with you.



Your task is to knock out these shield generators. When they are down, the Shrike invasion can be stopped.

The Mission

Chapter 1

When the mission starts, Bratton tells you the shield shell is on the other side of the cliffs. You need to find a way through.



Step down the cliff in front of you to the lower ground. You draw a little fire from the distant ridge, but Flint can handle that for you. Swat the Shrikes on the ground.

It's a detour, but step into the tunnel on the right. A few Shrike heavies are inside, including two on high ground to the immediate left. In the back is a stash of ammo and medkits.



TIP – If you shoot through the door in the back, you find a few more Shrikes and another small ammo cache. Be forewarned, though. The small pipe on the left has a turret that fires directly at the ammo cache!



Leave the tunnel and go up the hill to the right. Watch out for the roller and the Shrike at the top. As you crest the hill, switch to Flint and snipe the enemies on the far ridge.

It looks as if you're running away from your objective, but follow the horseshoe to the right, nailing the Shrike with the Sweeper V on the tall central structure.





More distant Shrikes are to your right as you round the corner.

TIP – If you veer to the right instead of going left, you find another Shrike and two turrets. Blast through the door in the back to discover one more Shrike and a massive collection of ammunition and medkits.

Approach the strange structure at the far end of the path. Knock out a sizable ambush of heavies here and walk through.



The area ahead has patches of fog. The organic sensor is helpful in spotting attacking Shrikes.



Directly in front of you is a bank of fog. Walk through it to a large, open area. Get ready for more Shrike attacks, especially from the distant tower straight ahead.

Tell everyone to stay put. The area is lined with Sentry bombs. Have Tex disable them while the rest of the squad stands guard.



NOTE – If you don't care about grabbing a high score, simply blow up the sentry bombs and use Hawk in Stealth mode to open the door while the rest of the squad waits to run through.



Again, there is a fog bank ahead of you. This one is dangerous, though, because as you near it, you start drawing fire from turrets.

Move Hawk all the way to the left side of the fog and step in, using Stealth mode. Take out the turrets with grenades. This may take awhile, so be patient. If you have to retreat and try again, do so.



CAUTION – In the middle of the fog is a Sentry bomb. Stick close to the sides.

NOTE – There are eight turrets. One is straight ahead on the outside, one straight ahead on the inside. Three are on the right, two near and one back by the structure. On the left, two are close and one is up high.



Run into the building and fight off the Shrike attack. When it is over, access the console and open the door at the far end of the open area.



Run across the open ground. Two Shrikes trying to block you shouldn't pose much problem. Head to the now-open door and go through to complete the chapter.

Chapter 2

It looks like more of the same. Be ready to fight off Shrikes as soon as you start moving toward the distant doorway.



This is an intense ambush, especially because of the amount of fire you draw from the ridges.



The door is closed until you follow the nav beacon to the Shrike console. Activate this to open the door.



Expect another ambush when you come through the door. Shrikes attack from the left and right. Keep moving to avoid taking too much fire.



Again, the door is closed. Follow the path to the right. Follow your nav beacon through more Shrikes. This narrow path is guarded by a Sentry bomb.

Past the choke point, the area widens and you face more Shrikes and a distant turret. Have Hawk nail the turret as in the last chapter.



When you trigger this last console, a Shrike team moves in to attack you.



The Shrikes attack in force as you approach the door. Fend them off and run through, then head toward the fog on your left.



Shrikes love the fog. Use the organic sensor to help spot them and continue on the path.



TIP – Inside a ruined pillar in the fog area is a cache of four medkits.

When you emerge from the fog, more Shrikes slide in from the left. Silence them and continue up the hill.



The path opens to your right, where a number of turrets wait for you. You're probably low on explosives, so you have to do this the hard way.

When the turrets are down, enter the tunnel below. Charge down, if only to get away from the fire from the distant ridges.



CAUTION – Watch out for the shrike heavy with a Therm Sweeper between the second and third generators. He'll toss rollers too. Heads up for a Meteor Strike!

At first there appears to be nothing inside. Walk all the way to the back. When you are just about to step inside, put Brutus, Flint, and Tex into their special modes.



The door at the far end closes. You're in a fight for your life as Shrikes and hounds warp in and attack.

They just keep coming. In the dim light, your organic sensor can be a big help. When the attack is over, run out the open door to finish the chapter.



Chapter 3



You start the third chapter in the tunnels. Move forward when you are ready, and keep the team close.



The path leads outside to a foggy area infested with Shrikes. Once again, the organic sensor can help you spot them.

TIP – In the back of this area, you find some crates. Destroy them and jump over the rock to locate some supplies, including sonic grenades.

Walk toward the nav beacon. On the left above you is a Shrike heavy with a Therm Sweeper. Snap off a headshot and eliminate him.



The nav beacon is indicating the large, glowing object in front of you. This is the first shield generator. Fight off the Shrikes and approach it.

CAUTION – As you pass, a turret at eight o'clock you fires on you. Two more are to the right as you near the generator.

Destroy the projectors protecting the shield, one on each side.



Access the console to bring a meteor in on top of the shield and destroy it. Have Tex do this, because the console is protected by a Sentry bomb.

CAUTION – This is a massive explosion. Keep everyone well away from the shield generator when you detonate it.



Near the destroyed generator is a cache of items. You probably need the medkits, so collect them before moving on.

Follow the nav beacon back the way you came and to the left. As you step under a small arch, you see a ship arriving to your right.



Keep going through an ambush complete with a Therm Sweeper. You feel like you're running around in circles. Don't worry about it.





Pass through a tunnel and into another ambush. Just past this is a narrow path under part of a destroyed building. Go here next.



As you climb the rise, turrets attack—one on your left and three on the right.

The console is near where the left-hand turret was. Call in the meteor and destroy the second generator.



Go up the ramp in the center toward the Shrike with the iKhan-GPL. At the top is another turret and the third shield generator.



Again, destroy the projectors keeping the generator safe. When both are down, head to the console at the top of the hill.



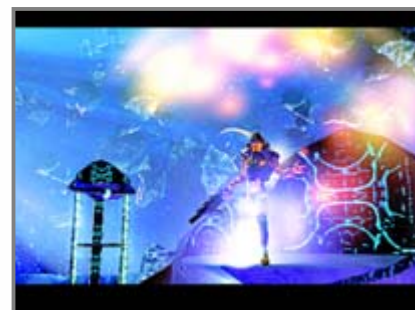
That's three down. Follow the nav beacon to the door and leave this chapter behind you.

Chapter 4

You have two final tasks—destroy the final shield generator, and then kill the Hunter Lord.



As soon as you step in, the Hunter Lord appears.



Follow the path to the right. You encounter more of the outrider probes, but this time they're dropping rollers. Stick to the high ground for now.

Look for the misty area to your right at the top of a hill. This takes you to the projectors keeping the last shield safe.





Shoot through the Shrikes and the turret, then look left and destroy the first projector.

Continue around the ledge, hitting another turret. When you reach the end, look to the middle and destroy the second projector. From here, jump out to the small ledge to your right and walk over to where the first projector was. Grab the DNA canister.

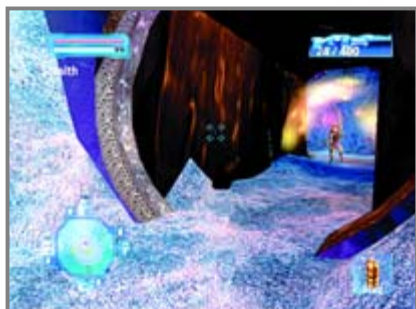


Now the shield is down. Run back out and to the right. Look for the area with the red mist up the hill to your right.



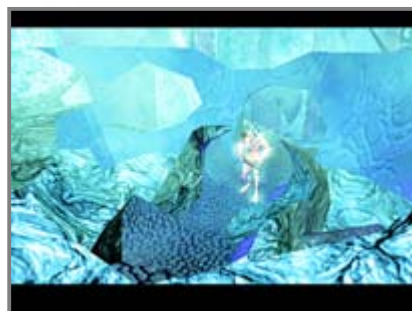
Inside are two Shrikes and a turret. Destroy them all, then access the console to open the door outside.

On one of the towers is the Hunter Lord. Send Hawk out with Stealth and run past him and up the path. Leave the rest of the team behind.



NOTE – You want to damage the Hunter Lord while he's up in the tower to force him to return to the place where he regenerates.

Run Hawk up to the console and wait. Eventually, the Hunter Lord warps back to the shield generator.



When he does, hit the switch. The meteor comes in and destroys him with the shield generator. The Confederation is saved!



Out in space, the Confederation launches the attack on LB-429.



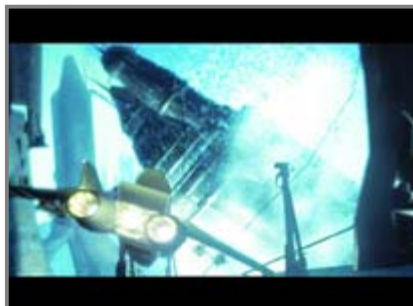
Fighter-bombers prepare to swoop in and destroy the entire asteroid.





Bombs shatter the shield generators and start a massive chain reaction.

The fighter-bombers pull out ahead of the mass destruction.



The explosions create a huge fireball that wells up from inside the asteroid and blows through the tunnels.



LB-429 goes up in a huge cataclysm!

The *Brute Force* team sails planet-side. They've finally earned a rest.



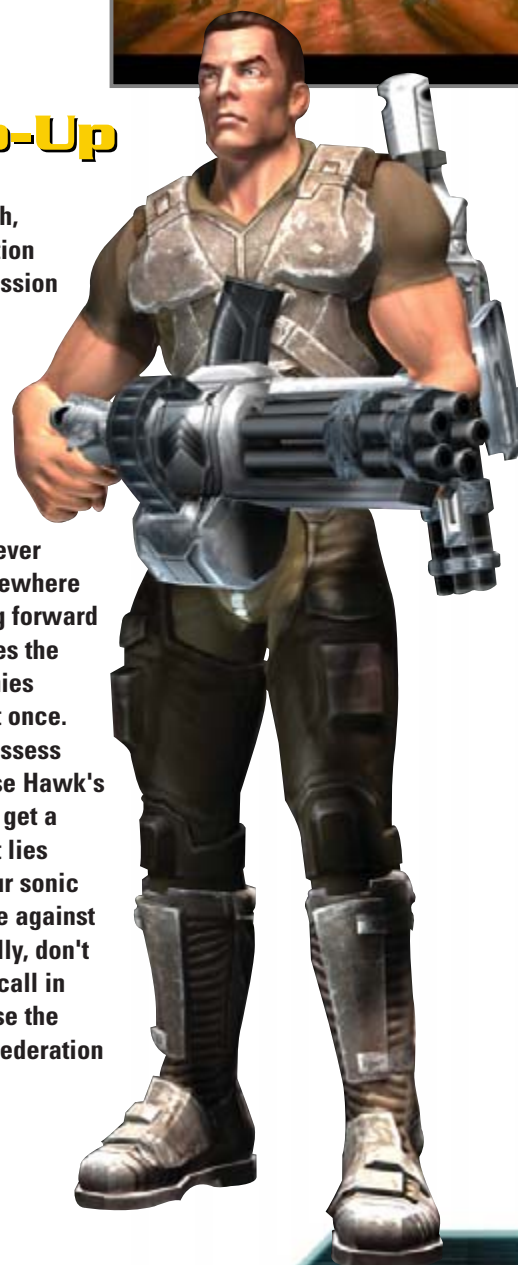
A brighter, clearer day has dawned for the Confederation.

The squad walks off into the sunset with a six-month leave in front of them.



Wrap-Up

This one is tough, there's no question about it. This mission makes you use everything you have learned in the previous 17. Remember that you're under no time pressure. You never have to get somewhere quickly. Rushing forward usually increases the number of enemies attacking you at once. Stay back and assess the situation. Use Hawk's Stealth mode to get a glimpse of what lies ahead. Save your sonic grenades for use against the turrets. Finally, don't be too proud to call in clones if you lose the squad. The Confederation can afford it.



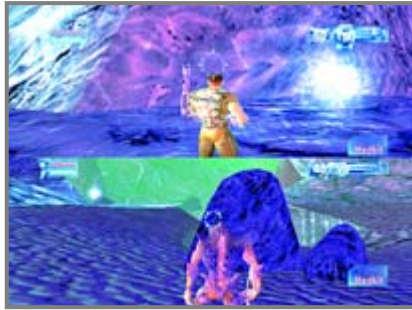
Deathmatch

New Features

Deathmatch games have several features that do not appear in normal missions. These make significant differences in the way games are played, so be aware of them and learn how to use them.

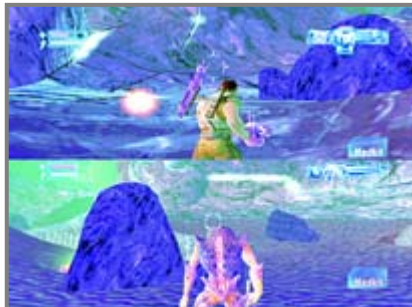
Teleporters

You've encountered teleporters before, but they appear throughout Deathmatch levels. They function as pairs—stepping through one teleporter sends you to its reciprocal teleporter. If you step back, you return to where you were. Use teleporters to get out of trouble or move quickly to a new location for a better position to hunt.



Health Power

A floating, glowing red ball distributes Health Power to anyone who runs through it. If you are damaged, it restores your health much as a medkit does. It's useful as an emergency measure when you have no other health resource, but Health Power tends to be out in the open where you are an easy target.



TIP – Even if you are only slightly wounded and have a few medkits, consider taking the Health Power sphere if only to deny it to your enemies for a few vital seconds.

Stamina Power

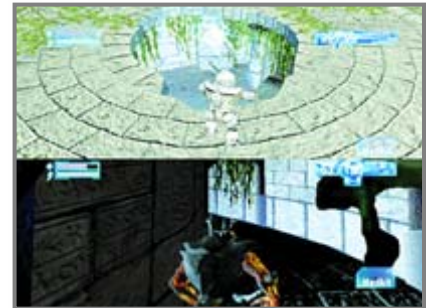
What Health Power is to your health, Stamina Power is to your special abilities. These glowing blue balls immediately refill your stamina bar, allowing you to use your special mode again quickly. This is extremely useful to



characters who expend their stamina quickly or entirely on a single use of their special ability. Finding Stamina Power is a good excuse to use your special mode, because you're able to use it again right away.

Force Power

The rare Force Power ball is easily mistaken for a teleporter. This device is a force field, reducing the amount of damage a character takes.



Brute Power

Use this to make your weapons more damaging. Enemies with a glowing orange sheen are energized with this, and they do a whole lot of damage to you if they so much as nick you. Avoid them until the power goes away.



Caches

Weapon and ammunition caches appear frequently in Deathmatch. Surrounded by a green glow, these collections of weapons and ammunition or grenades are always easy to spot. When picked up, they regenerate in a few seconds. You can collect more or let someone else pick up something valuable. Use these caches to upgrade your weapons or add some explosive punch to your attacks.



Deathmatch Games

In most respects, multiplayer games are identical to the missions. The biggest difference is that your enemies don't sit around waiting for you to come and get them. Your foes hunt you and your team just as actively as you track them. This is not so much a cat-and-mouse game as it is a cat-and-cat game. Everyone is capable and deadly. To stay alive, you must be quick, accurate, and a little bit lucky.



Deathmatch is no place for mercy. Kill or be killed.

Deathmatch

Much of what you've learned to this point plays into Deathmatch games. Move and shoot at the same time, run in a circular pattern while keeping the targeting reticule trained in a single location, toss grenades accurately, use medkits intelligently, and so forth. Your enemy or enemies, however, are doing exactly the same.



Just when you think you've moved into a good position, you find yourself at the wrong end of a gun barrel.

This is no time for caution. You are being actively hunted, and moving slowly or standing still is an invitation for someone to move in and wax you. If you aren't moving at top speed, you're asking for a bullet in the head. Don't stop; don't slow down. Run.

Collect everything. You can only carry one or two weapons at a time, but you can collect a lot of ammunition, grenades, and medkits. Even if you can't use all these items, collecting them keeps them out of your enemies' hands. Whatever you pick up, your enemy can't.



Keep moving. Standing in one place or walking leaves you open.

Finally, practice. Learn the maps. Hook up a second controller and play by yourself, running through the level and learning where everything is. The better you know the terrain, the more easily you can find good weapons, special items, and medkits, which help keep you on top. This isn't cheating. It's reconnaissance. The key to winning any battle is having better and more up-to-date intelligence than the other guy.



Many Deathmatch characters can't use grenades or weapons, but picking them up keeps them out of enemy hands, at least until the items respawn.

Squad Deathmatch

Squad Deathmatch is a group v. group battle. Your team of four faces off against another team of four. Everything you know is useful—not just moving and shooting and using resources, but also giving commands, switching from character to character and playing as a squad.



Squad Deathmatch is the ultimate test of your ability to lead in combat.

Regular Deathmatch rules apply here. Keep your team working together, issuing orders as needed. Stand Ground orders should be listed rarely—only when a surgical strike allows you to take out at least one member of the opposite faction. Use Fire at Will when you have someone pinned down and can reduce the enemy numbers.

In these games, the team with the last surviving member is the winner. No one respawns until all members of the side have been wasted. Then everyone respawns at once and plays over. Losing someone on your team is serious business. You don't get them back until the next fight. Sacrifices are for baseball—use your medkits, keep the team healthy, and hunt as a pack.



Your team uses ammo and medkits as needed, but your character always gets the last medkit. The same is true of your opposite number.

Weapon and Ammunition Data

Weapons Data

Weapon	Type	Clip Size	Ammo
A10 Bioreactive	Rifle	40	Bio
A50 Bioreactive	Cannon	40	Bio
Bower 20	Rifle	12	Shotgun
Confed LZR-10	Pistol	30	Regen
Confed LZR-23	Rifle	50	Regen
Confed LZR-50	Cannon	99	Regen
Feral Cutter	Rifle	30	Cutter
Foley 356 Tact	Pistol	24	11mm
iKhan GPL grenade launcher	Rifle	16	Grenade
Ion Beamer	Rifle	100	Energy
Jax-iC	Cannon	36	Sonic
Jax-iP	Pistol	16	Sonic
Jax-iR	Rifle	24	Sonic

Weapon	Type	Clip Size	Ammo
Kman Auto	Pistol	35	High ROF
L-Shot-50	Rifle	6	11mm
L-Shot-75	Rifle	12	11mm
MK-ASLT	Rifle	48	High ROF
MNR-7 Bio	Pistol	50	Bio
PU Cutter	Cannon	50	Cutter
Rail CLVR	Cannon	30	Rail
Rail RVR	Rifle	24	Rail
RV650 minigun	Cannon	80	High ROF
Saryl-23	Pistol	14	Particle
Saryl-45	Rifle	30	Particle
Saryl-99	Cannon	38	Particle
Sweeper V	Cannon	8	Rocket
Therm Sweeper	Cannon	8	Rocket

Ammunition Data

Type	Color	Max. Capacity	Weapons
11mm	White	50	Foley 356 Tact, L-Shot-50, L-Shot-75
Bio	Green	200	MNR-7 bio, A10 Bioreactive, A50 Bioreactive
Cutter	Orange	120	Feral cutter, PU cutter
Energy	Lt. yellow	200	Ion beamer
Grenade	—	16	iKhan GPL
High ROF	Lt. blue	600	Kman Auto, MK-ASLT, RV650
Particle	Purple	200	Saryl-23, Saryl-45, Saryl-99
Rail	White	400	Rail RVR
Regen	—	—	LZR-10, LZR-23, LZR-50
Rocket	Red	40	Sweeper V, Therm Sweeper
Shotgun	Yellow	80	Bower 20
Sonic	Blue	200	Jax-iP, Jax-iR, Jax-iC



Character Data

Character Data

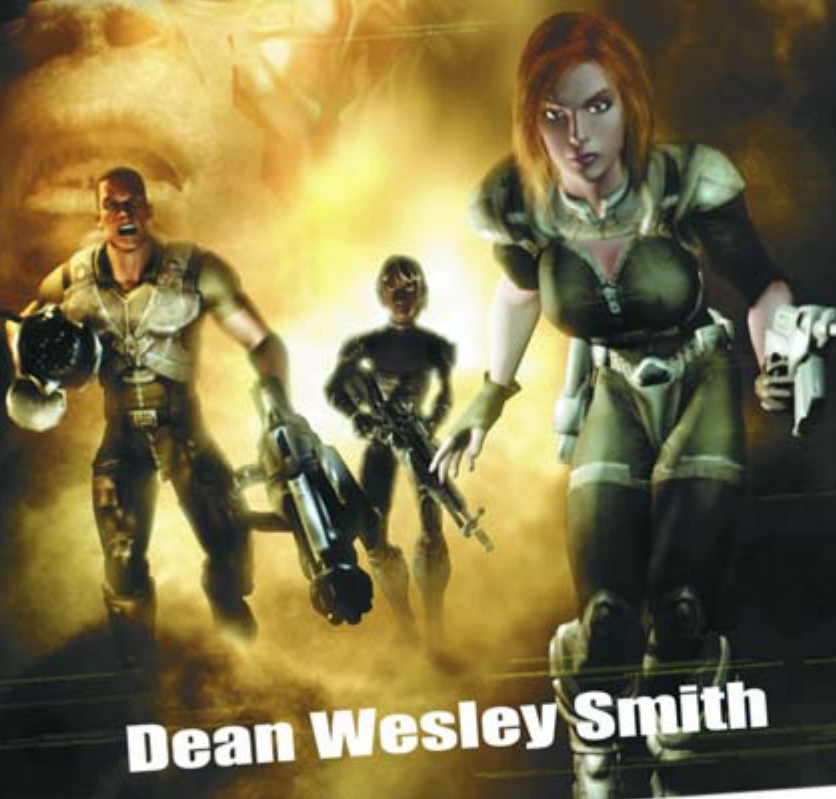
Character	Armor	Speed	Function	Special	Secondary	Can Carry
Tex	Heavy	Slow	Assault	Berserker	Explosive Disarmament	Rifles, Cannons
Brutus	Medium	Fast	Shock Trooper	Spirit of Vengar	Sense of the Beast	Rifles, Cannons
Hawk	Light	Fast	Scout	Stealth	System Override, Powerblade, Awareness	Pistols, Rifles
Flint	Medium	Medium	Sniper	Advanced Targeting	Air Recycling, Advanced Sniping	Pistols, Rifles



The official prequel to the
sensational Xbox game!

BRUTE FORCE

BETRAYALS



Dean Wesley Smith

At the dawn of the 24th century, the Confederation of Allied Worlds maintains an uneasy peace among the many races and worlds of its fifty star systems. When trouble erupts, the Confed's most effective weapon--swift, savage, and totally secret--are small teams of elite combat operatives who employ brute force to eliminate potential threats. Teams of deadly fighters like Tex, Flint and Hawk.

They are the rare Operatives who have survived countless covert operations in lethal hellholes across Confed space. They know from experience that life is cheap in the world of black ops, and to trust little besides their weapons and each other. But when mysterious alien artifacts begin to turn up during routine missions, they realize that the enemy they fight may be more sinister, and closer to home, than they imagined.

Now this team of well-honed killing machines must use all of their specialized skills to survive, in a desperate struggle against the web of betrayals closing in on them....

Here is a sample of the action from the new BRUTE FORCE novel from Del Rey Books...

Chapter One

"Let's face it – if a controller wants one of us dead, we're dead. Accidents happen—well, sometimes they happen on purpose."

— Legman

from a speech given during
the Operatives' Rebellion, intercepted by Intel

"Is that bonded armor?"

The voice barely registered over the noise the shuttle was making as it hit the upper atmosphere. If Tex hadn't known better, he would have sworn the entire ship was going to shake apart.

He had used these ten-seater corporate shuttles before. They were fast, they could land just about anywhere either on a runway or in vertical mode, and no military bothered with them, since they usually carried the rich and powerful. They were perfect for getting on and off planet without attracting attention.

This particular shuttle sported leather seats, a bathroom that Tex had no trouble fitting into, even with his stature, and carpet that was far too thick. He had tripped twice getting on with his gear.

And just about now the shuttle was bouncing hard as it headed down toward the surface of Dower. At first glance it didn't seem the sort of planet a corporate jet might be heading to visit. Dower was covered with more rock and sand than should be allowed on one location. It had no real plant or animal life, but it boasted a human base full half of which was hidden beneath the surface. When Tex and his team finished with that base, it would vanish into the next sand storm.

The planet actually had no official name. It was nothing but a number on the star charts; that's how valueless it was. But Seton, their controller, had taken to calling it after the name of their target, the Dowers, and it had stuck for Tex.

Dower itself wasn't actually a name; it was an acronym for the five men who founded this particular group of trouble-makers.

Only the pilot and the three operatives were on board the flight. No operative ever paid a pilot much attention, even though they were a very critical part of almost every mission. They weren't going to be involved with the fighting, so operatives simply tended to call them "pilot" and leave it at that. They didn't even bother to learn their code-names.

Tex had made his way to the back of the cabin, and sat facing away from the main cockpit, taking up the entire last group of four facing seats with his large body and his equipment. Conversations had been minimal during the

six-hour flight from their launch point in the Decker star system, and he had spent most of that time checking and double-checking, making sure everything about his weapons and armor was ready to go.

"That bonded armor?" The question came again.

Tex glanced up over his shoulder at Rees, the scout on this mission, standing with one hand on the back of a seat, riding out the bumps like this was a slow boat on a calm ocean. He stepped closer when Tex looked at him, so Rees stood more in Tex's line of sight.

Compared to Tex's massive frame, Rees was no more than a stick that looked as if it could be easily broken. But Tex knew Rees was much stronger and more dangerous than his short blonde hair, deep blue eyes, and long, bony fingers would lead someone to believe. On their last mission, Tex had seen Rees poke one of his fingers right through the heart of a small-time crook who had given him some back-talk. He was one of the best scouts Tex had ever worked with. And the most cold-blooded.

Tex respected him, and Rees knew it.

"Yeah, bonded," Tex said, patting the armor on the seat beside him. "And reflective."

"Yeah, mine too," Rees said. "Spent more than I should for it though."

Tex only nodded at that. Bonded armor was basically standard armor, with a molecularly bonded coat of plastic that made the armor a good ten percent stronger. Tex figured that the extra ten percent might just be worth the money, considering how close he had come to being killed on the last few missions. He couldn't spend the money if he were dead, so why not use a little of it to keep himself alive?

Reflective coating on the armor was pretty much a necessity anytime they were going up against human targets, as they were today. Humans liked lasers.

"You worried about the Dowers?" Rees asked, bracing himself as the shuttle hit a hard bump. Tex held his hand on his armor to keep it on the seat beside him. Rees, a man who seemed to have perfect balance, had to actually move his foot sideways a few inches to remain standing.

Tex laughed. "Always worried about any mission. Better to expect the worst and come out thinkin' it was easy."

That motto had gotten him through a good fifty missions so far. Tex didn't figure to change it now. More than once, by expecting and preparing for the worst, he had saved his own life.

Actually the twisted feeling in his gut was worse this time than on any previous mission Tex could remember. Usually by this point he had grown accustomed to that low-level nagging fear that came with going into a fight. He used the fear to push himself. No mission was ever fear free, but this one bothered him more than he wanted to admit, especially to another operative.

"Yeah," Rees said. "Good way a lookin' at it. But I still got an extra bad feeling about this target. I heard talk that we're not the first ops the Dowers have dealt with."

"So they got lucky," Tex said, shrugging as he took part of his leg armor and started to strap it on, making sure it left his ankles plenty of freedom of movement, yet protected what it was supposed to protect. He had heard the same rumor, about a lost ops team, as well. But he had figured it was just another controller yanking Seton's chain.

Commander Seton was their controller, at least on this mission, and he had fought a pretty nasty fight to get the three of them assigned to it. So nasty rumors about the Dowers would have come with the territory. It seemed to Tex that lately the fighting between the controllers was getting worse, though, and ops like him always tended to pay the price.

Besides, Tex couldn't figure out what the Dowers could have done to repel any decent Ops team. From all the intelligence reports Tex had reviewed, the group Rees was worried about were a gang of rogue asteroid miners, based on this barren planet, who had found more lucrative uses for their piloting, navigation, and boarding skills. They raided cargo ships flying past this system, usually leaving the crew dead, or wishing they were dead.



The Dowers had made a name for themselves with their brutality, but their kind wasn't unusual in deserted systems like this one.

The regional military of the neighboring system had made some attempts to stop the Dowers, without success, and the results had been high losses in ships and lives. It seems this Dowers group had some nasty firepower in their ships, but there was no report about anyone taking them on the ground. And that was exactly how Tex and his team were going to finish them.

And with any luck, they would bring back some pretty valuable bounty. The Dowers had managed over the last year to raid some rich cargo ships, including a Seer ship just a few months before. Seton wanted those cargoes back, or the money from the cargoes, and Tex wouldn't mind getting that for him. After, of course, Tex and the other ops got their share.

In this business, there was always a price.

Tex finished the last inspection of his armor and glanced up. Rees still just stood there, hand on the back of the seat, riding the bumping shuttle floor like he had been born with the ground moving. The worry was etched into his pale skin and blue eyes. Tex had been on five different missions with Rees over the years. Not once had Tex seen Rees this worried.

And Rees' worry didn't help Tex's own. He had to get Rees past this and get them both focused on the job at hand. A little tension was fine, but too much cut into focus and could cost an ops his life.

"You just tell me where the Dowers are at," Tex said. He patted one of his two favorite weapons, an eight-barrel Branson machine gun called a "minigun" by some joker long ago who more than likely couldn't even pick one up, let alone fire it and remain standing. "Me and Branson here will do the rest, knock down their buildings, and we'll all go home rich."

Unlike most operatives, Tex could aim and fire a Branson minigun with one hand, and he was able to fire two at once. Actually he liked to fire two at once, if the situation demanded. On the last mission with Rees he'd knocked down an entire three-story building by rushing in with both Branson's blasting. Luckily the building had fallen the other direction, and had buried their targets in the rubble. Rees had kidded him about it for a week.

Rees smiled, but the smile didn't reach his cold eyes. "Just make sure the walls fall away from us again."

"Deal," Tex said.

Rees nodded. "Good to have you along on this one."

"Good to be along," Tex said.

With that Rees turned and headed back up the aisle to his seat. They would be touching down in ten minutes and if the pilot and the radar jammer hadn't done the trick, he and the team might land in the "soup" right out the door.

Tex glanced over his shoulder at Toole, the sniper for this mission, who had been sitting in the front seat the entire flight. Toole had somehow managed to afford some Szorilium armor made up of an alien plastic that had unique properties for absorbing and distributing damage to a much greater degree than the standard armor. The stuff was very expensive and hard to come by. How Toole had managed it was anyone's guess. She did things like that and never told anyone how.

She stood no more than five feet tall and could fire off a shot faster than any human Tex had ever seen. Tex had been on two missions with her and still marveled at how good she was with her sniper rifle. She also carried a Black Pistol, knives, and a pretty good load of shrapnel and gas grenades, a larger number than he had seen a sniper carry before.

If Toole ever got afraid, she never mentioned it to Tex, or ever showed it in the slightest. She was about as calm, collected, and cold-hearted as they came.

"Five minutes." The voice came over the loudspeaker.

The pilot's warning turned Tex back around in his seat. The flight had smoothed a little since they had settled into a glide path through the atmosphere. He snapped the last of his armor into place, double-checked his minigun ammunition belts, then stood in the aisle and secured them over both of his shoulders.

Then he slung the two miniguns over his shoulders, hooked the straps, and made sure both were easy to pull down and into position. Under the weight of those guns he actually felt better. So far, not much had gotten in his way when he went at them with both guns firing.

Finally, Tex strapped on a belt loaded with grenades. He had three shrapnel, three gas, and two incendiary — two more grenades than normal for an ops agent. But he was big enough and could carry them.

He hoped he didn't have to use the incendiary until they had the shuttle loaded with bounty and were ready to leave. Incendiary grenades did too much damage of the type

that cost them goods. But they were nasty in a hard fight, and great for finishing off a target building so it could never be used again.

He did one more quick double-check, then turned and headed up the short aisle toward where Rees and Toole were standing.

As the scout, Rees would be first out the door, and he would go left. Toole would follow and go right, scanning for a good sniper position. Tex would come out, guns ready, and head right up the middle.

"Grab onto something," the pilot said. "Coming in hard and fast."

Tex spread his feet, braced his hip against the leather seat, and pressed one hand against the roof of the shuttle, giving himself four anchor points. He'd rode in through many rough landings in that position and never once been jarred loose.

The pilot had been right. As Tex watched on the forward monitor, the shuttle swept in over an orange and black rock ledge, then dropped almost straight down to the bottom of a rock canyon floor, hitting hard. It seemed to bounce, then yanked to a sudden stop.

With a loud clang the hatch of the shuttle dropped outward, letting in the bright, almost white light of the planet's surface.

Before the hatch could even touch the ground, Rees was out, rifle ready, disappearing into the swirling cloud of sand and dust that the shuttle had kicked up with its landing. They often counted on that cloud to give them a few seconds cover that could send fatal bullets astray, and get the enemy to stick their necks out.

Toole was not more than a step behind Rees, also vanishing into the sand and dust.

Tex took two seconds to get down the rest of the aisle and into the white light and hot air of the planet's surface. He had a minigun pulled and in position as he stepped forward and went down the short ramp.

By the time he reached the bottom the swirling sand from the shuttle's landing had begun to settle, revealing the stark brown and red landscape around him. His weight sank him a half inch into the brown and gold sand with each step forward as he scouted the area for cover and any sign of enemy.

The shuttle pilot had brought them down between two rock mounds, in a rock-faced canyon, from the looks of it not more than a half a click from the Dower base. The rocks were sandstone, with swirling red and gold and brown markings. The sky overhead was a faint blue, with no clouds and light that seemed almost white. Everything looked stark and very hot.

Rees was scrambling up the mound of boulders on the left, moving like a monkey going up a tree.

Toole had moved over to the boulders on the right, taken up a cover position, and had her rifle and scope trained down the sand-filled valley toward their target, looking for anything that might be moving.

Behind Tex the shuttle door slammed shut, and in a blast of more wind-blown sand, the pilot lifted off and sped down the rock-walled valley away from the target and their position, staying as low as he could for as long as he could. Tex knew he would land again in some hidden valley to wait for their retrieval call.

The silence of the alien planet slammed over Tex as the shuttle vanished, increasing the sensation of the heat and the thin air. He stood, his machinegun aimed down the valley in front of him.

Nothing moved.

The seconds ticked on, but he had no intention of changing his position until the scout gave the clear signal.

Around him the heat seemed to shimmer in waves off the brown and golden sand. He had been in a lot of hell-holes over the years of being an operative. This one looked like it might rank among the hottest. No wonder nothing grew here. It couldn't. It was too hot.

"Clear," Rees said, his voice loud in Tex's communication link in his helmet. "Toole, hill to your left gives a good firing point if you can climb it."

"I can climb it," Toole said, turning and starting up the rock slope.

"Tex, we wait for a sixty count to give her time."

Tex stood, the sweat starting to drip off his forehead. "Copy that."

Ahead the sand valley looked like a simple road. He wanted to move now, to stride down that sand valley with guns blazing, walk right into the Dowers, cutting them apart like so many clay targets.

He could feel the excitement starting to mount in his gut. This was the reason he had joined Operations. He loved the action. It got him excited, from the first time he'd taken the oath after boot camp.

"Thirty count," Rees said.

"Almost in position," Toole said.

Thirty seconds.

It seemed too long. Tex could feel his blood racing, taste the salt from his own sweat as it ran down his face. There was nothing better than a good fight for the right cause. And

defending the interests of the Confederation, protecting cargo vessels, and making a little money along the way were all about as good as he could think of.

"Let's move," Rees said, coming up from behind a rock near the top of the hill and heading forward.

Tex strode out, his feet sinking into the sand with each step, his two machine guns held out pointed forward, ready.

It was time to fight. He loved that more than anything.

* * *

Deputy Director Petrie sat, his back to the door of his plush office and facing away from his large, real wood desk, pretending to read a report outlining the situation on a planet called Cent Three. It was one of those reports he wasted very little time on, and cared about even less. What he really was doing was waiting. Alternately reading and staring out over the fantastic view of the cliff-side city of Wren, he simply waited, letting the comforting movement of his personal-fitted chair ease his back.

His office had to be one of the best furnished in the sector. It had everything, including a fully stocked bar, with a plush bath, shower, and hot tub in an adjoining room, and the best leather furniture imported from Winston. The wood desk alone had cost him more than a dozen miners made in a year. It had been hand made in Winston from birch and oak trees taken there by the first settlers from Earth.

Wren, a city of almost a half million, covered the cliff face below his office tower, the valley floor, and the facing cliff across the valley. The charm of Wren was in its hanging gardens and year-around blooming flowers of just about every color. The city had been called one of the most beautiful place in the Known Worlds, and that statement would get no argument from Petrie. He was just glad this was where his boss had decided to establish the headquarters for this branch of the Protectorate.

He would keep it here when he took over.

Damian Petrie was an immensely powerful man, and he knew it. But very few others did. He liked it that way. It gave him more freedom to do what he needed to do, when he needed to do it.

There were nine administrative regions of the Protectorate, each covering about six systems. Petrie was the Deputy Director of Region Six, which included the Anaeas system and the Ulysses system, among others.

His boss, Director Edwards, had long since lost his edge. If all went well, with only a few more missions, Petrie would soon push Edwards aside and take a seat on the Protectorate board.

The Protectorate was the policing arm of the Confederation. His duty as Regional Director would be, on the most basic level, to enforce the Confed laws under which operated the worlds in his jurisdiction. He was responsible for keeping the peace between them. To do this, he kept tabs on dissident groups through information provided through Intel. He deployed Navy gunboats or cruisers on "training exercises" when a show of strength was needed, and when actual force was required, he didn't hesitate to dispatch teams of highly trained operatives.

And when ops were involved, that opened up a whole new set of opportunities. It never hurt if he made a little extra money, and did a few favors for the right people in the right places. In the pursuit of power, wealth and friends come in handy, especially for a man in his position.

Of course, such favors and certain operations had made him one of the richest men on Wren. And had made him a few serious enemies in the process. These enemies didn't worry him much, through he loved making more money, but what he wanted more than anything else was to take down Deputy Edwards and move to his office.

The door from his secretary's area slid open with a faint whoosh. He couldn't hear her steps on the thick, blue carpet, but he could sense her behind him.

Cannie was a short, slim woman with close-chopped bright red hair and she was completely loyal to him. He had directed the rescue of her oldest son from a group of malcontents on Thera Six shortly after he had hired her. She had been at his side completely and without question ever since that day.

"Sir."

"Yes?" He pretended to keep reading the worthless report.

"A message, sir," Cannie said, "that makes no sense."

"From who and what does it say?" he asked, keeping his voice level. He turned to look into her eyes. He hoped this was the message he had been waiting for.

"It says, 'Arranged.'" She shook her head, clearly puzzled. "The name on the message was only the letter 'D'."



"Arranged?" He pretended to look puzzled, even though he knew exactly what the message meant and exactly who it was from.

"Strange," he said, shaking his head. "More than likely meant for some other department. Give it to me. I'll ask around."

She nodded, seemingly relieved that something wasn't going on that she didn't know about. Cannie would be surprised just how much happened without her knowledge. This short, but to-the-point message had come from a contact with one of the groups he was supposed to be suppressing. A very large payment had been made to one of his special accounts. A hidden and private account.

In exchange for this large payment, a number of things would and would not happen. Ships from the Confed Navy would not be in a certain area of space at a certain time, so that the alien religious group called the Sword of Shadoon would have the opportunity to explore some ruins unobserved. And an underground city on a planet in the same system would be . . . disrupted.

Petrie didn't care, actually, why the Shadoon wanted to explore those alien ruins. The fact that the Shadoon wanted to explore a dead, non-Confed world had no real impact, as far as he could tell, on the overall security of the Confed. The aliens' inexplicable beliefs had just earned him a nice chunk of security for a rainy day. Nothing lost and a lot gained.

He smiled and turned to stare back out over the fantastic view of the city, admiring the cliffs and valley floor below him. Sometimes he loved being near the top. It afforded him so much freedom.

And being on top would be just that much better.

Hawk moved silently along the wall, her back almost rubbing the rough brick so that she could keep on eye on the street both ahead and behind. Above her, on both sides, the black windows of silent buildings towered three and four stories in the air, making the street into a narrow canyon. The air around her was heavy and damp, the near-dawn city almost completely silent. The only sound was a ship's horn from the nearby harbor.

Here in the subtropical lowlands of the planet Jasper's largest continent, everything smelled of oranges, sweet and ripe. Now, with the air thick and still, the smell

was cloying and made breathing feel a lot like trying to swallow syrup.

Hawk had hated the feeling of the air, hated the stench, from the moment they had stepped off the transport that had brought her and the rest of the team here. It would take a lot of long hot showers before she would get this place off her skin.

The city around her, the capital of Jasper, was named Blossom, more than likely for the smell. Anyone who ever came here left calling it Stink. She had heard that a hundred times, but until now she had never really understood it. It seemed that even people who loved oranges hated the smell after a few days.

No surprise to her. She'd only been here an hour and wanted the smell gone. She had never been a fan of oranges anyway, but after this, she doubted she would ever be able to eat one again.

Her stomach twisted and she forced herself to take a deep breath. Nerves were not something she could allow to be a problem now. This mission had bothered her right from the moment it had been assigned, but lately every mission seemed to be bothering her. More experienced ops told her that fear never really went away. The key to surviving was just not to let it bother you.

Another deep breath of the thick air and she pushed the worry away, focused on the task at hand. Serving as point in this stealth-heavy op, she was responsible for assessing the tactical situation and directing the fire of her teammates, at least until their cover was blown and the real slugging began.

A block down the street was their target's headquarters, a three-story warehouse with no markings and no windows. That warehouse was the headquarters of the Nationalist Renovation Movement. The NRM was a violent dissident group bent on the overthrow of this planet's government, the government that was a member of the Confederation, with a seated delegate in the Quorum.

From what intelligence had said, someone in the Protectorate had been tipped off that the NRM was going to stage an attack on the Confederation embassy here in Blossom.

Her team's job was to stop it. Objective one.

Objective two was to take out, or at least slow down, the NRM in the process.

Of course, if everything went exactly right, they would end up with the NRM treasury that their controller had told them resided in a vault somewhere in that warehouse. She had every intention of making sure a large chunk of that treasury ended up in her bank account when this mission was over.

She pressed her back against the rough brick just inside a doorway, and stared ahead.

There were two guards posted on the roof, and two more in windows across the street. She couldn't see others, but more than likely there were more guards on the far side of the building, watching that street, as well.

Their intel was that the old warehouse, besides housing the vault, had been turned into living quarters for upwards of one hundred National Renovation Movement soldiers. The place had kitchens, bunk rooms, game rooms, and training rooms, as well as a large arsenal.

That supply of weapons and explosives would be the NRM's downfall, if her team had anything to say about it.

She touched her communications link. "Flint? You in position?"

"Affirmative," Flint said, her voice coming through clearly in Hawk's ear piece.

Flint was the second member of the team, and the one Hawk trusted the most. She was the last of the generation of cyborgs created for the Machine Wars. Her augmented abilities gave Flint inhuman reflexes and precision, making her the deadliest sniper Hawk had ever seen, or could even imagine. They had been out on five missions together, and Hawk didn't really want to do another mission without Flint as her sniper, covering her every move.

Right now Flint had stationed herself on the corner of a four story building that not only overlooked the street Hawk was on, but the roof and main door of their target. Flint wasn't more than a hundred paces from either, and at that range, she could shoot a fly off someone's bare skin and not even leave a mark.

"Brat?" Hawk asked, "how about you and Rule?"

"In position," Brat's husky voice answered. "Just give the word."

Brat and Rule were the other two operatives on the team. Together they had come to Operations from the Navy, and since then they had been teamed often. They both loved any kind of heavy weapon. Both wore Miniguns strapped on their backs and enough grenades to bring down a city block. This mission Brat also carried a Particle Beam Cannon and Rule had a Thermalite Missile Launcher. The plan was that after Hawk and Flint took out the guards, Brat and Rule would move up into position.

Brat would then use the cannon to open a hole in the side of the building where the target's armory was located, and Rule would blow it all up with a Thermalite Missile, using the target's own explosives to destroy as much as possible.

That was the plan, but Hawk knew that plans rarely went exactly as they were supposed to. Also, given the speed with which the capital's local police and fire departments tended to respond, this mission, from first shot to leaving on the evacuation on the orbital shuttle, could not take longer than fifteen minutes. And that included searching for the vault and loading the treasury, if they found it.

From what Hawk had been told, the attack on the Confed embassy was scheduled for eight this morning, local time. It was five now. With luck, they'd catch most of the target members inside the building when they hit it.

"Okay, Flint," Hawk said, glancing at her watch. "Start taking them out."

"Copy that."

A moment later the muffled sound of a shot, almost like someone dropping a fruit on the sidewalk, cut the thick smell in the air. The guard Hawk could see on the top of the building slumped forward, but luckily he didn't drop his weapon over the edge.

A second shot by Flint took out the entire side of the head of another guard. That guy made a little more noise dying.

Hawk flicked on her stealth mode and moved quickly down the sidewalk, to get into a position to take out the two guards in the facing windows, the ones Flint couldn't see. In stealth mode, she couldn't be seen or heard, but it cost a lot of energy to remain in that mode, so she only used it sparingly.

Around her, while she was in stealth, everything had a watery look to it, as if she was staring through a fish tank. In training she had gotten used to the stealth distortion, and now it didn't bother her. Stealth mode redirected light around her, which meant someone looking directly at her while she passed might see a strange distortion moving through the air, like a heat wave coming off hot desert sand.

She reached the cover she had planned and dropped out of stealth mode. She swung around and took aim at the guard in the window. He was talking on some sort of communication device, and clearly he was not happy. He must have seen one of the other guards go down.

Hawk aimed at a spot right between his eyes, and silenced him.

The sound of her rifle seemed loud to her ears, but no where near as loud as the breaking glass as her bullet went through the window, shattering it before hitting her target.

She swung upward, zeroed in on the next target one story above the first, and killed him as well. This time, because of the different angle, the glass in the window didn't break.

"Flint," Hawk ordered, "stay in position and take out whatever comes out that front door, or appears on that roof."

"Copy," Flint said.

"Brat and Rule," she said, "time to light 'em up, cause a few morning fireworks."

"On our way," Brat said.

Hawk knew it would take them a good fifteen seconds for them to move up, get into position, and fire. Fifteen long seconds that might mean the difference between success or failure with this target. What she had to do was get back out of the way, and help Flint guard Brat and Rule while they fired their big weapons.

Another faint thump echoed through the canyon between the buildings. That indicated Flint had fired again.

Hawk went back into stealth mode and sprinted for a position in a doorway across from their target and out of the blast range.

Flint fired twice more, quickly, but Hawk couldn't see her targets.

Hawk had no doubt that this was going to get interesting very quickly.

A few seconds later, Brat and Rule thudded into sight around a corner, making no attempt to move silently along the paved street. Their boot steps echoed up the canyon of buildings. As they appeared, a NRM guard poked his head out a door across the street from them. That building wasn't on any of the intelligence reports Hawk had read. Not a good sign.

The guy started to raise his rifle, and Hawk killed him instantly.

"Nice shootin'," Brat said. Then he stopped, yanked up his Particle Beam Cannon, and aimed it at the corner of the warehouse building, just about where the second floor would be.

The cannon fire echoed through the street like a thunderbolt, rattling windows and doors and breaking out the front glass of a store ten paces away from Hawk.

The cannon did its job. The side off the warehouse just seemed to explode inward, sending a huge cloud of dust and smoke billowing upward.

Hawk could see that the explosion had taken out a number of men who had clearly been scrambling for weapons inside the NRM armory.

Rule fired his Thermalite Missile Launcher. The sound couldn't be heard over the explosions in the warehouse, but the rocket he fired streaked straight toward the new opening in the corner of the warehouse, as if it was being pulled on a string.

The next explosion shook the ground under Hawk, and knocked some brick off the wall around her.

"It's good!" Rule shouted.

Explosion after explosion rocked the warehouse as the target's own weapons and supplies were set off, working to destroy their own headquarters.

Hawk snapped down her dust goggles and kept a sharp eye out around them as the corner of the warehouse seemed to just vanish in clouds of rolling fire and smoke.

Then it looked like someone had kicked an ant hill. Pouring out of the side and front doors of the warehouse, swarms of well-armed NRM members hit the streets, ducking flying shrapnel as the corner of the building they were leaving exploded and collapsed.

Both Brat and Rule tossed aside their cannons and grabbed their machineguns, smiles on their faces. They both loved a good fight.

From what Hawk could tell, given all the targets pouring out of that smoking warehouse alive, she and Flint and Brat and Rule were in for just that.

